ISSUE NO.

289

MARCH

APR/MAY PRE-ORDER





GAME TRADE MAGAZINE

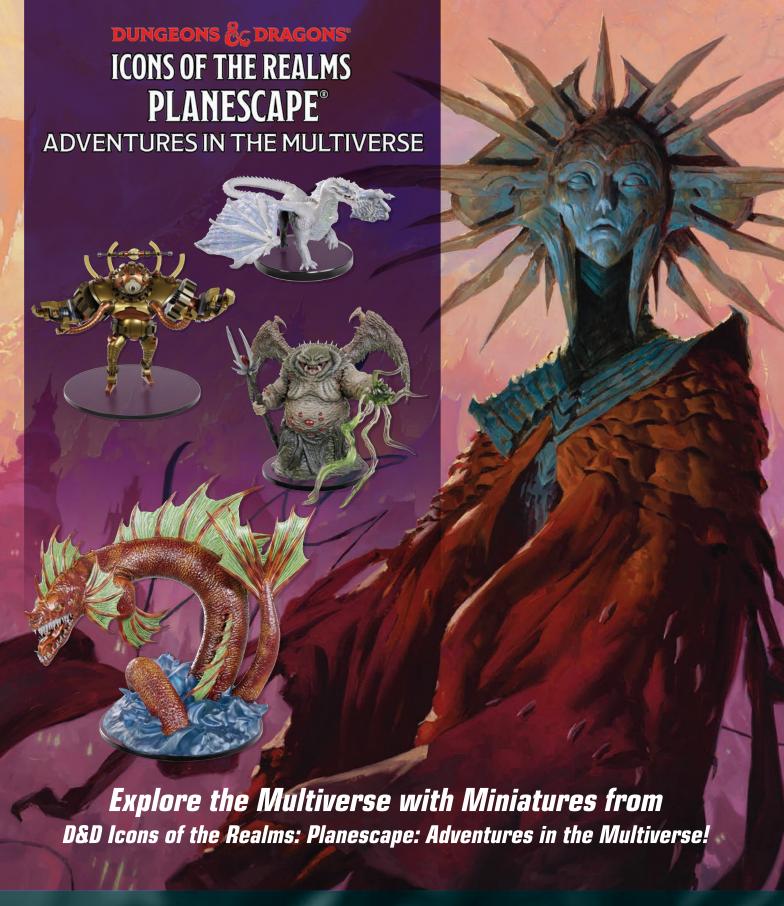




IN THIS ISSUE:



- HEROSCAPE HEADS BACK TO THE TABLETOP FOR GREAT WARGAMING ACTION FROM RENEGADE GAME STUDIOS!
- COURAGEOUS MECH PILOTS BATTLE MONSTERS TO PROTECT THE PLANET IN PAIZO'S STARFINDER MECHAGEDDON ADVENTURE PATH!



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Marasmius rotula

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Phallus indusiatus

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Coprinus comatus

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Micelia

Magic and mystery await in the enchanting world of Mycelia! Bring dewdrops from your forest to Are you ready for this adventure?







289 TABLE OF CONTENTS

COVER STORY



Invincible The Hero-Building Game

With more than 100 unique power cards, there are countless builds and combos for players to explore in this all-new superhero co-op from Dire Wolf Digtal!

by Kevin Spak

FEATURES



HeroScape: A View From Valhalla

This year, the Heroscape tabletop miniatures game is back and bigger than ever before. Get an advanced look at the first releases in this heavily anticipated line!

by Renegade Game Studios



Suit Up and Save the World in the Starfinder **Mechageddon! Adventure Path!**

Celebrate the sunset of Starfinder First Edition with an Adventure Path printed in both hardcover and Special Edition formats!

by Aaron Shanks

GAMES



Painting Happy Lil Minis Episode 67: Customizing Pre-Painted Terrain

by Dave Taylor

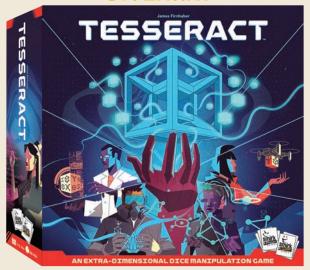
FOR LAUGHS



by John Kovalic 10

UNSTABLE UNICORNS

by Unstable Unicorns 10



The Great GTM Giveaway: **Tesseract Edition**

2 GTM MARCH 2024

52

BESTIARY

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289 TABLE OF CONTENTS

CONTINUED FROM PAGE 2

PREVIEWS

16



Stonespine Architects

by Jess Carter



Core Connection: Nabla Conspiracy

by Japanime Games



Fallout: Factions Wants To Set The World On Fire

by Shareef Dahroug

SPOTLIGHTS



Breadth of Blood & Plunder

by Joseph Forster

18

REVIEWS

50



New Frontiers: Starry Rift Expansion from Rio Grande Games

Reviewed by Eric Steiger



The Rich and the Good from Ares Games

Reviewed by John and Dell Kaufeld



Match of the Century from Capstone Games

Reviewed by Brian Herman

56

58



54

Decrypto from Scorpion Masque

Reviewed by Whitney Grace

60

Bestiary of Sigillum: Collector's Edition from Crowd Games

Bestiary of Sigillum

Reviewed by Thomas Riccardi

62

4 GTM MARCH 2024

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289

FROM THE EDITOR

Greetings Dear Readers!

Welcome to your March 2024 edition of GTM!

In this issue, we're all about heroic action and daunting challenges.

We kick things off by taking a first look at *Invincible - The Hero-Building Game* from Dire Wolf Digital and Skybound Entertainment. In this cooperative superhero builder, players will take on the roles of their favorite heroes from the Invincible universe as they tangle with supervillains, nefarious plots, and their own growth as heroes!



With seven different episodes to play through, *Invincible - The Hero-Building Game* is sure to please fans new and old alike.

For our science fiction fans, what better way to celebrate heroics than by climbing into a giant mech and doing battle with gargantuan monsters? You can do just that in the latest Adventure Path for Paizo's *Starfinder RPG — Mechageddon!*

In this campaign setting for characters levels 3-18, players can become galactic heroes as they advance from the roles of city defenders all the way to galactic celebrities, with all of the harrowing challenges in-between.

Of course, if you prefer your heroics to be more fantasy aligned, then look no further than the return of *Heroscape* from Renegade Game Studios!

With multiple releases like the Age of Annihilation master set and Battle for the Wellspring battle box, as well as Organized Play events arriving this year, Heroscape fans will have ample opportunities to enjoy hex-based combat with pre-painted minis on the tabletop just like the days of yore!

We've also got a sneak peek at the upcoming *Fallout Factions: Nuka-World* from Modiphius and Thunderworks Games' *Stonespine Architects* as well! All this and more can be found in this issue, faithful readers.

Game on! JG

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USERS GUIDE



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, Game Trade Magazine (GTM) is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than GTM to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for release within a two- to three- month window from the publication date. While there will be the occasional exception, if you find something you want in our JANUARY issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or May.

The material in GTM is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of GTM is somebody's first issue, so we want to make this experience both easy and enjoyable

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood Game Trade Magazine...

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from GTM contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the GTM Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY: Each month a different game or manufacturer gets top billing in GTM and this article is all about the awesome and incredible products or games you will find featured on our cover!



FEATURES: Featured articles are contributions from the manufacturer and are selected by the GTM Bullpen as especially worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.



SPOTLIGHTS: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories an more to help enhance your play experience



REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.

DESIGNER DIARIES: These articles are the ULTIMATE in the behind-the-scenes experience for games! Written by the designers themselves, Designer Diaries offer a sneakpeek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.



PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



EXCLUSIVES: While virtually ALL of the content you'll find in GTM is exclusive to our pages, these articles are truly only found in Game Trade Magazine. Whether it be a heretofore unseen scenario for a fanfavorite game or an industry insider's tips and tricks, GTM Exclusives are a not-to-be-missed monthly resource!

GAMES SECTION: Here's a sneak peek at what's arriving usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your GTM will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

GTM MARCH 2024



289 USERS GUIDE

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now? It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!



And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAMES SECTION LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

SPOTLIGHT ON

SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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289

FOR LAUGHS









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INVINCIBLE THE HERO-BUILDING GAME SKINGSIND



INVINCIBLE THE HERO-BUILDING GAME

DWD 08001.....\$55.00

Available June 2024!

THE BEST SUPERHERO COMIC IN THE UNIVERSE

When Wizard Magazine first started singing the praises of a new indie comic called *Invincible*, I will confess to being a little skeptical Did we really need another teen superhero book?

But then I read it. And in the face of this perfect blend of bombastic action, snappy dialogue, and deliciously soapy drama, my cynicism didn't stand a chance. And while it turned out to be much more than just "another teen superhero book," writer Robert Kirkman also seemed to be on a mission to remind us all that actually, teen superheroes are awesome.

At its core, *Invincible* is a story about kids growing up and figuring out how to be heroes.

IT'S A COOPERATIVE TABLEAU-BUILDING GAME...

From the start, a cooperative game felt right for the genre and for Invincible specifically; it's just fun to team up with your friends to fight bad guys.

The other thing we knew right away is that each player should have a tableau of power cards that expanded over the course of the game, giving that sense of growth and progress. Each hero starts the game with a handful of unique abilities, many of which will generate "confidence." By spending confidence, the heroes can increase the options available to them, growing stronger each and every round. With more than 100 unique power cards, there are countless builds and combos for players to explore.



A story, in other words, about progression. Which happens to be one of the most reliably fun things in all of gaming. All we needed to do was make a game that let players experience the same thing — to fight evil while constantly growing and discovering new things they could do. Easy, right?

Well, if it were, this would be a short article. So let's talk through the key features of the game and how they came to be.

COORDINATED ASSAUL

...IN WHICH YOU PUSH YOUR LUCK... But there also needed to be some uncertainty around which of those powers you'd get to pull off each round. At first, we assumed that uncertainty would come from dice. We experimented with a lot of ways that players could roll to fuel their ever-expanding selection of powers, but they all had issues some were too repetitive, others exciting, but too swingy. Things finally clicked into place when we traded our dice for a bag of cubes. In the final version of the game, players draw cubes from their bag and use them to fuel their powers cards by covering symbols of the same color on them. Some of the cubes are black cubes that are wild and can go anywhere, but if the player draws too many of these black cubes they'll crash and take damage. This makes for thrilling late-round moments where the whole table holds its breath to see if the last hero standing will pull off a daring rescue or die trying. EVERYTHING I GOT LAUNCH THE ROBOTS TURN THE TIDE AL AIRLIP

...IN WILD, FREE-FORM COMBATS THAT NEVER MAKE YOU WAIT YOUR TURN!

Ugh, waiting your turn! Sometimes, it can be the worst part of board games, but you gotta do it. You can't just let players do stuff whenever they want, after all. Or can you?

In a competitive game, timing rules and turns exist because the game needs to arbitrate who can do what and when. But in a cooperative game, player interests are aligned. What if we simply told players to pull their cubes and use their powers in whatever order they wanted?

The answer, it turns out, is a fast, fluid game with reduced downtime. Players are free to find the pace that works for them – whether that means a frantic melee with the chaotic energy of a superhero slugfest, a tense collaborative problem-solving, or most often, a mix of the two.



SEVEN EXCITING EPISODES

At this point you may be wondering what you do with all these superpowers. The answer is: A lot! Players will need to balance their efforts between damaging villains and thwarting their schemes, improving their own skills, and protecting the populace – because it wouldn't be Invincible if civilians didn't die when you screw up.

On top of that, in each game players will have to contend with a different Episode Card, each presenting different challenges and objectives that change the strategic puzzle. You can play the episodes in order for a campaign experience, or pick up and play any of them on their own – each is designed to be highly re-playable.

(HOPEFULLY) THE BEST SUPERHERO GAME IN THE UNIVERSE

In a way, I think the reason we love coming-of-age stories is the same reason we love progression in games. No matter who we are, we all want to grow, to be better tomorrow than we are today. In real life that's a slow, murky process, so it's exhilarating to tune into Invincible and experience it on an accelerated scale. We hope that you'll get that same thrill from *Invincible: The Hero-Building Game*. It's not quite like any game we've made before, and we can't wait for you all to play it.

Invincible: The Hero-Building Game is co-published by Dire Wolf and Skybound Entertainment. Kevin Spak is a design director at Dire Wolf Digital, where he has contributed to Clank!, Dune: Imperium, and many other tabletop and digital games. He is the lead designer of Invincible: The Hero-Building Game.







A VIEW FROM VALHALLA

HEROSCAPE MINIATURES GAME TRIUMPHANTLY RETURNS IN 2024!

HEROSCAPE: AGE OF ANNIHILATION MASTER SET

RGS 02693 PI

Available August 2024!

HEROSCAPE: BATTLE FOR THE WELL-SPRING

RGS 02694 PI

Available August 2024!

HEROSCAPE: THE GROVE AT LAUR'S EDGE

RGS 02695 PI

Available August 2024!

The Heroscape tabletop miniatures game is back in 2024, resurrecting a game that has been out of circulation since 2010. Since the time Heroscape launched in 2004 there has been, what some would call a "golden age of board games," where more and more new gamers and casual gamers have dived into the hobby and made it a lifestyle all their own.

The time has come for *Heroscape* to introduce itself to a new generation of gamers!

Heroscape transports you to the next era of the popular expandable miniature wargaming system. It includes stunningly detailed pre-painted miniatures that allow you to create your own rich world. Using modular tiles, you build sprawling battlefields on which to play out conflicts between powerful heroes and villains.

There will be three launch configurations for the game ready for players to dive into; an all-new Age of Annihilation Master Set, the entry-level Battle for the Wellspring 2-player Battle Box, and the first entry in the "Heroscape Terrain System"

line of game pieces: The Grove at Laur's Edge Terrain Pack.

The Age of Annihilation Master
Set follows in the footsteps of its
predecessors, offering players 20 new,
pre-painted figures for Heroscape, 74
terrain tiles, 11 magical glyphs, customizable
wall terrain and 9 brand new scenarios to create
hours of nail-biting gameplay. The Master Set supports
2 players and scales up to 4 players with the addition
of a Battle Box.

The Battle for the Wellspring Battle Box is a new offering for Heroscape and contains everything needed for two players to set up and begin The Battle for all Time," including 6 brand new pre-painted figures for Heroscape featuring pirates from the Dawn Raider Syndicate! In addition to 31 terrain tiles the Battle

for Wellspring introduces a new terrain exclusive to this box: the Wellspring Water! This new terrain has its own magical properties and 7 are included and can be added to any terrain et up from any to be used with all up to 4 players with the addition of a Master Set and sports four brand new scenarios to support hours of gameplay.

Finally, The Grove at Laur's Edge Terrain Pack is the first entry in the Heroscape Terrain System™ line, and includes Laur jungle trees, Laur underbrush pieces, and maps to help players create different battlefields for their Heroscape battles. All terrain packs will be

backwards and forwards compatible for *Heroscape* gameplay and is a great way for fans of Heroscape to expand their collections and build ever more intricate custom maps. while also making this terrain system accessible to players from other miniature games who might want to take advantage of *Heroscape's* hex-based 3-D goodness!



For those new to the *Heroscape* game system, or need their memories jogged, the Heroscape rules set comes complete with two levels of play: a basic rules set and a master rule set, that create a very low learning curve and an

immediate immersion into the gameplay. In the basic rules, each unit has a character card that is used to determine their strength, movement and damage that can be taken before defeated. The master rules set introduces more advanced concepts with character abilities and build points, allowing players to customize their factions to maximize their play style.

Combined with included scenarios that alter the battlefield as well as the objectives for each game as well as nearly limitless terrain configurations... no two games will be the same.

Just like the original release back in the day, the entire *Heroscape* experience will include pre-painted fully assembled miniatures that will bring the epic struggle for Valhalla to life on your game table. And one of the best features is that all the new miniatures and factions are fully compatible with the previously released *Heroscape*

14 GTM MARCH 2024



products! While not many gamers now have previous *Heroscape* figures in their game collections, there are many devoted fans that have embraced the game and kept it alive.

Renegade Game Studios has some special plans for retail stores for the big launch! We know that our friendly local games stores are where the action is! And only with our retail partners' support will Heroscape become the new phenomenon it is destined to be. So, we will be offering two different tiers of POP Kits for the launch. The Tier 1 POP kit will include a poster, a window cling and some signage for the register or check out area all featuring cool Heroscape art. The Tier 2 POP kit will include similar items but mainly will include a Heroscape Branded Demo Table and a free Master Set The table, along with its



free Master Set can also be used as an awesome display piece to generate interest and excitement in your store. In addition, all stores that place a pre-order for the initial wave of *Heroscape* products will receive Sgt. Alexander Drake Promo figures!

Now, some more exciting news. For the first time *Heroscape* will be launching in stores with Organized Play (OP). That is, players will be able to sign up to play in launch events in stores on day one. Organized play has always been an integral part of any truly successful game line. Renegade Game Studios' is going all in to support stores and players with *Heroscape* goodies that will make the experience second to none. New tournament software will allow event organizers to sign up and schedule launch party events for their stores. And every store that holds such an event will receive a special OP Launch Party Kit containing the special participation promo miniature: Shiori! And organized play adventures in Valhalla will continue in the future with future releases, casual play events, tournament play and more. What an amazing opportunity for gamers to learn, play and battle in the best of all environments: the FLGS!

What's the future of *Heroscape*? We've only scratched the surface. Coming in Q4 of 2024, more *Heroscape* Miniature Game goodness will find its way to gamers and stores expanding an already rich landscape of creatures and much feared Generals to lead their armies to victory. And in 2025 join the community as we discover more *Heroscape* content, promos, events, and adventure! The battle for Valhalla is about to begin. The gates are opening! Will you be battle-ready?

•••

GTM MARCH 2024 15



FROM THE DESIGNER & PUBLISHER OF CARTOGRAPHERS

STONESPINE ARCHITECTS

TWK 4100\$44.95

Available April 2024

As a student of dungeon-crafting, you've prepared years for this moment. It's time to prove to Master Hortgully that you've got what it

takes to lure adventurers to their dooms. It won't be like that popquiz where you forgot to include an entrance to your dungeon. You've studied, and worked hard. You can feel it in your Minotaur bones: after this final exam, you're sure to become the next Master Architect.

Taking the blueprint Hortgully hands you and eyeing your fellow hopeful architects as they receive their own, you know you're ready. You're going to build the most devious dungeon anyone has ever seen, right here under the Stonespine Mountains. You'll fill it with enticing treasures, devilish traps, and all of your most monstrous friends. You're going to build an entrance - and an exit, even! Adventurers are sure to find their way in.

But if you build your labyrinth properly, they'll never make it back out...

Stonespine Architects is a captivating card drafting and tableau-building game, brought to you by the designer and publisher of the award-winning Cartographers. of Thunderworks Games will find many familiar touchstones with this lighter weight, but decidedly brain-twisting

card game.

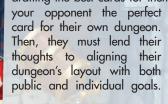
Despite the somewhat macabre theme of building a labyrinthian fantasy dungeon loaded with pit traps, kobolds, and questionable oozes, Stonespine Architects is actually quite endearing, and addictively clever. Swift to learn, smooth to play, and as "thinky" as you want

to play it, this game is easy to put confidently into the hands of experienced gamers and new recruits alike.

Starting with a pick-and-pass card drafting phase (great for fans of games like Sushi Go and 7 Wonders) players select dungeon chamber cards to keep, arranging them into their dungeons one

at a time over four rounds. After each round or "year," they are presented with an opportunity to spend gold found in their dungeon chambers to purchase upgrades, or drop out of the market early in exchange for the first pick of goal cards available that year.

Stonespine Architects forces players to face the challenge of drafting the best cards for themselves, weighed against denying





All this, while also following the blueprints provided by Hortgully as best they can. Plus, score bonus

points for crafting a dungeon with paths to both the entrance and exit! (No, seriously. That's important. There are fire code laws, you know.) So keep those chambers connected, the more twists and turns, the better.

Not only does the game provide the perfect level of player interaction from the card drafting and market phases, but those who wish to play on their own will discover a sleek solo play adversary. In this solo mode, Jael, the queen's advisor, provides competition at both regular and legendary difficulties. Stonespine Architects also includes wooden tokens, a quality plastic token organizer, and a wide range of blueprints, challenge, and goal cards to provide durability and high replayability for solo and multiplayer gamers alike.

At the end of four years, your dungeon will form a 4x4 overlapping card grid of caves and stone chambers. Your dungeon will be stocked with golden treasure chests, vicious gnolls, fiery pits, and maybe even a secret passage or two. But will it be the best dungeon of them all? Only you can prove you're worthy of the title Master Architect!





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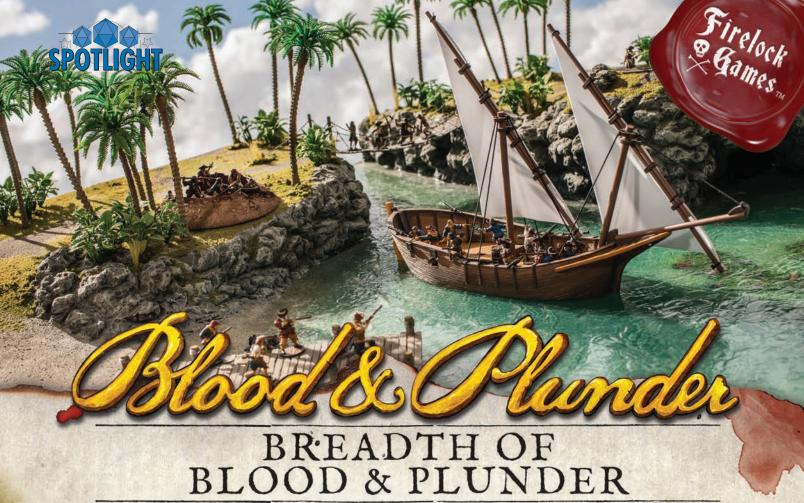
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By Joseph Forster

Blood & Plunder is an ever growing game that lets wargamers explore the Golden Age of Piracy. While easy to learn, **Blood & Plunder** employs a deep ruleset that allows a wide variety of player interactions, game styles, force varieties, and theaters of action.

Blood & Plunder focuses on the Golden Age of Buccaneering and Piracy in the late 17th and early 18th centuries. In this backdrop of the Atlantic, Caribbean and New World, gamers can explore a wide variety of characters and forces. You can play all the famous pirates like Blackbeard, Bartholomew Roberts, and Stede Bonnet and their pirate crews. But there is much more to explore! You can play as Spanish Militia, defending against the rapacious Buccaneers on the Spanish Main. You can play as the British Royal Navy, hunting down these pirates and purging them from the seas. You can play as French marksmen from the Island of Tortuga. You can play as a Dutch privateer, seeking that next rich prize. You can play as an Iroquois Sachem, leading an elite band of warriors to raid an outlying English village. You can play as Maroons on Jamaica, stubbornly resisting the British attempts at rule. You can bravely march your British Regulars across the battlefield, or deftly skirmish in and out of cover with your Kalinago archers. The options for army styles in Blood & Plunder are vast! And with each of these armies, you can play a wide variety of games!

You can play **Blood & Plunder** on the high seas! Pirate sloops harassing the mighty Spanish treasure galleons, or Captain Maynard's pirate hunters facing down Blackbeard at Ocracoke. The large ship models on the table always attract a crowd!

You can play **Blood & Plunder** on land. Take on the role of Henry Morgan, leading his Buccaneers across the isthmus of Panama to plunder the wealthy city of Panama. Or you can even play as indigenous peoples of the Caribbean, carrying out raids on unsuspecting pirates, drinking and carousing on the beach!

Not only can you play **Blood & Plunder** equally well on land or sea, but you can meld the two terrain types, seamlessly playing out amphibious battles with one player starting on land and the other starting at sea! The Spanish Corsarios in their galleys, speeding up on to the beach and into the French Caribbean port to raid and pillage! The British Royal Navy, after a long chase, has tracked down the notorious Pirate crew and descends on them in their moment of weakness while careening their hull on the beach! The dynamics of one force starting on land and the other moving in from the sea are unusual and create very memorable games.

Blood & Plunder has a wide variety of scenarios available for tournament and casual play. In addition to the variety of terrain, each scenario helps retell the epic stories of the Pirates, Soldiers and Warriors of one of the most colorful periods of history. With unique and historically informed setup and objectives, these scenarios never fail in weaving unforgettable stories of bravery, fortune, blood, and plunder!

Weigh anchor, roll out the cannons, and raise the black flag! **Blood****Plunder delivers that elusive experience of a lavish, expansive, fast moving, tactically satisfying, and narrative-weaving wargame that keeps gamers coming back for more!

18 GTM MARCH 2024

ALLIANCE GAME DISTRIBUTORS



ART FROM PREVIOUS ISSUE

GAME TRADE MAGAZINE #291

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

ABSURDIST PRODUCTION

PALEO-VET

We've brought dinosaurs back to life, but who will care for these magnificent and dangerous beasts? are paleo-veterinarians, competing to save as many dinos as possible from modern illnesses and injuries. Roll dice, upgrade your hospital, and compete with fellow paleo-veterinarians to treat injured and sick dinosaurs. As long as the dinosaurs don't wake up during treatment, nothing can go wrong In Paleo-Vet, players take turns drafting dinosaur cards from a central river, rolling dice, and spending dice icons for various effects, most notably curing sick



and injured dinosaurs. Scheduled to ship in February 2024.

ADAM'S APPLE GAMES

AGREE TO DISAGREE

Agree to Disagree is a party game that makes it fun to disagree! The game includes a unique component which transforms the dreaded confrontation into a friendly connection. Find somebody you disagree with and score points! Find somebody you agree with and high-five you have found some common ground to chat about later. Agree to Disagree works as an icebreaker in a cold room, with family and friends, or with your gaming group. The game adapts to how well you know each by giving players a lot of control over the subject matter. Scheduled to ship in May 2024.





ALLEY CAT GAMES





TINDERBLOX STORM

Tinderblox is a fun, easy to learn dexterity game that comes in a pocket size mini-tin so you're always ready to play. Challenge your friends and family to 'Play with fire' as you gather around to build a 3D campfire, but don't get burned! If you drop a piece of the fire you lose the game. Tinderblox Storm is a robust and fully waterproof edition, built for outdoor play! Add increasing quantities of rain cubes as the storm progresses, blocking available space and threatening to collapse the entire fire! Scheduled to ship in May 2024. ACG 025S\$15.99

BANDAI CO.

CARD GAME

ONE PIECE TCG: 3D2Y STARTER DECK DISPLAY (6) (ST-14)

This deck showcases the Straw Hat Crew and their two years of individual training following the Summit War. In addition to members of the Straw Hat Crew, this deck introduces new Characters, such as Haredas and Heracles! This release is packed with cards that perform best with high-cost allies. Increase the cost of Characters on your field to unleash an imposing new tactic that will shake up gameplay in the One Piece Card Game. Comes with 5 holographic cards! Leader cards are holo+textured foil. Newcomers can easily pick up the One Piece Card Game with this product! Cards from this deck can also be combined with previously released cards to build a variety of decks. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. BAN 2745325.....PI

CATALYST GAME LABS

SPOTLIGHT



FALLING POINT

Falling Point provides critical plot updates for many threads in the Shadowrun setting while also offering useful world building and a healthy selection of plot hooks. With connections to recent and forthcoming Shadowrun books, this is a useful and fun read for anyone who likes Shadowrun lore, cyberpunk plots, or a good read about nefarious characters! Scheduled to ship in March 2024. CAT 28453.....\$49.99



DOCTOR WHO RPG: SECOND EDITION - A STITCH IN TIME CAMPAIGN BOOK

From a deserted prison planet where the rich hunt an unexpected quarry to searching the endless rooms of an abandoned TARDIS, political upheaval and the sale of the millennia in the galaxy's biggest shopping mall, each will provide the characters with information and items that will be vital when the planet Nhein is threatened by the biggest terror theyve ever faced. A Stitch in Time provides Gamemasters with a complete season of their own ten episodes to play over ten weeks, each building to an epic finale that connects them all. The ten adventures provided can be played in any order (except the series finale), each offering potential sequels and continuations for an even more expansive campaign.

CB7 1309\$34.99



SPACE PUPPIES

A card game of strategy and luck for dog lovers, astronomers, and those who love a little mischief. Space Puppies is a fun family card game that depicts the adventures of astrodogs who serve in the space-borne peace-keeping armada of the Su-paw Star Enterprise. They're tasked to bring the planets back to their orbit, time and time again to restore peace and balance in the universe. Paws for dramatic effect. Thats right! Space Puppies, together with your help, will go where no dog has gone before. Scheduled to ship in September 2024.

DFI SPC001\$23.00

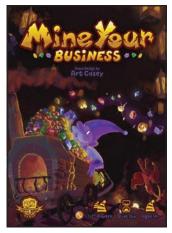
SPOTLIGHT



DOCTOR WHO RPG: SECOND EDITION -THE THIRTEENTH DOCTOR SOURCEBOOK

This Sourcebook chronicles all of the Thirteenth Doctor's adventures, not only on Earth with her new-found fam, but across the stars as new revelations are revealed that can destroy the very fabric of the Universe. Featuring details of all of the Doctor's allies, enemies, aliens, and gadgets, this Sourcebook contains everything the Gamemaster could need for *Doctor Who: The Roleplaying Game*, as well as being an informative read for fans of the show. As the Doctor finds herself hurtling to Earth after her latest regeneration, she makes new friends to accompany her on brand new adventures discovering a mysterious past with the secretive Division, uncovering the plans of a new incarnation of the Master, trying to halt the relentless destruction of the Flux, and even finding an incarnation of herself she didn't know existed.

ENVY BORN GAMES

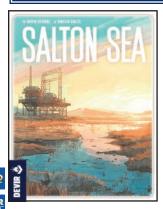


MINE YOUR BUSINESS: **PICKAXE EDITION**

Mine Your Business is a quick and tricky spatial puzzle that encourages clever planning and pattern recognition, all while being sparkly. The game features many modes of play, including solo, cooperative, and competitive rule sets. In each mode, you will take actions on your turn to manipulate the game board and attempt to align chains of resources, so that they may be collected once your mine cart is aligned with them. You will do this by swapping, rotating, and revealing the different resource cards that make up the game board. There is also a hungry goblin within the mine which will do its best to destroy your recently created resource paths, as well as try and eat you! Scheduled to ship in June 2024

BBO 500\$24.99

DEVIR AMERICAS



SALTON SEA

The power of geothermal energy is in your hands with Salton Sea! Players run a company that extracts lithium from this California lake and need to use their engineers wisely to optimize their actions at every step. This strategic game in an affordable, compact box, offers surprising challenges. Are you ready to harness the energy and rule the market? Scheduled to ship in February 2024.

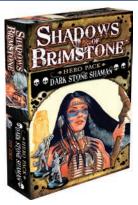
DVR DEVSALTON\$39.99

FLOODGATE GAMES



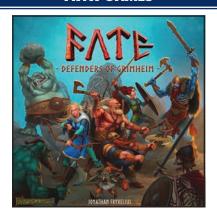
EVERYTHING EVER

In Everything Ever, you and your friends take turns listing things from categories like Every Dinosaur Movie or Every Brand of Soap. Two category cards are in play, and on your turn, you must say something that fits in one category and something that fits in the other, with both of those somethings not having been said previously. If you can't think of something, you can play a category card from the three in your hand to cover the one you're blanking on, then name something from that new category. If you can't think of something for a category, you must take that pile as a penalty, then flip a new category from the deck



SHADOWS OF BRIMSTONE: DARK STONE SHAMAN HERO PACK

FRYX GAMES



FATE: DEFENDERS OF GRIMHEIM

Fate is a cooperative game for 1-4 players who take the roles of talented but unexperienced heroes. Together, they defend Freyja's well against trolls, the dead, and the fire horde monsters approaching from all sides of the game board. Kill monsters to gain experience and upgrade your hero, solve quests to discover weapons and equipment, and stand shoulder to shoulder with your friends against the mighty monsters of Norse mythology. Scheduled to ship in May 2024.

FGA FDOG1\$60.00

FUNKO



POP! GAMES: RING SCATTER SONIC VINYL FIGURE

Speeding in at 4.35 tall in collector-friendly window box packaging, the blue blur is caught in a moment of defeat as his rings scatter in all directions across the highly detailed pixelated landscape base. With a limited edition of only 25,000 pieces, the *Pop! Ring Scatter Sonic* is sure to level up any *Sonic the Hedgehog* collection! Scheduled to ship in March 2024.

DIA STL247946



GIM

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TENFOLD DUNGEON DAEDALUS STATION





Embark on a harrowing journey into the depths of the Daedalus Station Tenfold Dungeon set, a derelict behemoth adrift in the vast expanse of space.

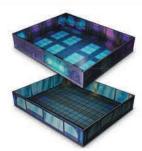
Whatever the Daedalus Station's original purpose was, it now only plays host to gunfighters, smugglers and bandits. Explore this forsaken space hulk. but beware the what the inhabitants have left in waiting. The Battlestation contains 12 durable double-sided rooms to build the perfect trap for those who are brave enough to enter.

AVAILABLE NOW

TFD009

\$65

TENFOLD DUNGEON CYBERPUNK CITY





Immerse yourself in the thrilling futuristic metropolis with The Cyberpunk City set for Tenfold Dungeon.

With a wide range of buildings to explore, from glitzy nightclubs to a double-height motel, The Cyberpunk City Set brings the excess and decadence of the cyberpunk genre to life. Neon-lit signs light up the world cover an air of poverty driven by the soulless corporations. Features 12 durable double-sided tenfold buildings to build the perfect cyberpunk dystopia.

\$65

TFD010

AVAILABLE NOW

TENFOLD DUNGEON SMUGGLER'S DEN





Step into the world of danger and contraband with Smuggler's Den Tenfold Dungeon set, where the line between hero and outlaw is blurred, and survival depends on your wit and resourcefulness.

Explore the hidden corners of a distant galaxy, where smugglers and renegades thrive. The Smuggler's Den Set features buildings ranging from dingy saloons to docking bays ready for a quick escape. Features 12 durable double-sided tenfold buildings to build the perfect hideout.

AVAILABLE NOW

TFD011

\$65

TENFOLD DUNGEON STARSHIP VENGEANCE





Explore the vast expanse of a space station within the Tenfold Dungeon Starship Vengeance set.

As you navigate the intricate network of corridors and chambers, you'll encounter the menacing engine room for epic showdowns, viewports, the medbay, and of course the bridge. Your gateway to immersive storytelling and thrilling adventures among the stars, the Starship Vengeance contains 12 durable double-sided rooms to build the perfect Starbase.

\$65

TFD012

AVAILABLE NOW

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MAF 2024

25





World of Tanks: Miniatures Game is an easy to learn, quick play game, where you take command of a unit of tanks, destroy your opponent and secure victory!

- Contains everything you need to play including dice, cards, and terrain.
- Includes 4 fully-painted plastic tanks: German Maus, American T29, Soviet IS-3 and British Centurion Mk. 1



\$50

WOT01-UP

AVAILABLE NOW



NEW

WORLD OF TANKS: E-100



Coming straight of the drawing board, the E-100 is one of the most powerful tanks in the game and can wade through enemy tanks on the way to an objective.

AVAILABLE NOW

WOT78

\$13

WORLD OF TANKS: T95





A lethal Tank Destroyer, the T95 was designed to take on German fortifications on the way to Berlin. If its 105mm gun can knock out a bunker then an enemy tank is easy work.

\$13

WOT79

AVAILABLE NOW

NEW

WORLD OF TANKS: T-62A



The Soviet T-62 is one of the most widely used tanks in the world and combines a powerful array of stats that make it deadly hunter on the battlefield.

AVAILABLE NOW

WOT80

\$13

WORLD OF TANKS: TORTOISE





Much like its namesake the Tortoise has a heavily armoured shell that makes it resistant to enemy fire from any direction and whilst it isn't that fast it packs a might snap.

\$13

WOT81

AVAILABLE NOW

GIM

2024

23



GHOST GALAXY

DREAMTRACE GAMING TOKENS (DISPLAY 6)

Scheduled to ship in March 2024.



BLOOD RED

GHO DTTK03\$9.99



CHIMERA BLUE

GHO DTTK05\$9.99



DEEPVEIN GOLD GHO DTTK17.....\$9.99

DRAGONGLASS BLACK

GHO DTTK14.....\$9.99



DRAGONSCALE AMBER GHO DTTK02\$9.99



ENTBARK BROWN

FIREBALL ORANGE

GHO DTTK04\$9.99

DREAMTRACE

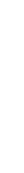
GHO DTTK16\$9.99



KRAKEN BLUE



GHO DTTK06\$9.99



SUCCUBUS PINK

GHO DTTK09\$9.99

DREAMTRACE



LEATHERWORK TAN

GHO DTTK15.....\$9.99



VENOMOUS YELLOW

DREAMTRACE

GHO DTTK01\$9.99



GHO DTTK19\$9.99

GOLEM BRONZE



POPPYMILK WHITE

GHO DTTK13\$9.99

WARPFIRE PURPLE

GHO DTTK07 \$9.99





ICHOR GREEN

GHO DTTK12\$9.99



SORCEROUS PURPLE



GHO DTTK08\$9.99



SPECTRAL GREEN

GHO DTTK11\$9.99



WEREBANE SILVER

GHO DTTK18\$9.99



WITCHWOOD GREEN

GHO DTTK10\$9.99



SPOTLIGHT ON



MINDBUG: BEYOND ETERNITY (STAND ALONE OR EXPANSION)

Summon hybrid creatures and send them to battle against your opponent but be careful, for your opponent may use one of their Mindbugs to take control of it. In this standalone expansion, Mindbug: Beyond Eternity introduces the Boost ability where you can use cards from your graveyard to give your creatures a +1 boost in power. Also cards can have effects when in your graveyard, such as making them stronger. His expansion can be played on its own, or mixed with Mindbug: First Contact or Mindbug: Beyond Evolution. Scheduled to ship in March 2024. GHO MB03\$22.99

France 40 2nd Edition

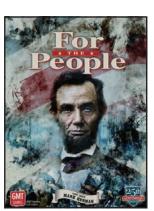
ayonets 😉

Tomahawks 2nd Printing

FRANCE 40 2ND EDITION

France '40 contains two separate games: Sickle Cut and Dynamo. Both games use the same rules and share many game pieces, but each has a separate full size map. Sickle Cut: Guderian's Drive to the Channel - This game covers the crucial week in May 1940 when the German army broke the French line on the Meuse and raced to the sea at Abbeville. The game starts on May 13th, the third day of Case Yellow. Six panzer divisions have passed through the Ardennes and are now at the Meuse River. Scheduled to ship in April 2024.

GMT 1318-24\$55.00



FOR THE PEOPLE 25TH ANNIVERSARY EDITION

For the People is a grand strategy game of the American Civil War covering the conflict from Texas to Pennsylvania, from the firing on Fort Sumter to the end at Appomattox Court House. You take the role of either President Lincoln or President Davis and command armies, promote and relieve generals, conduct amphibious assaults, dispatch cavalry raids, and even battle incompetency and political intrigue among members of your own cabinet. Scheduled to ship in March 2024.

GMT 0011-24\$69.00



Bayonets & Tomahawks is a two-player grand strategic game depicting the French Indian War, which raged from 1755 to 1760 and in which France's North American empire was conquered. Take command of either the French or British to fight all facets of the conflict: army maneuvering, diplomacy with indigenous nations, raids, battles, construction, naval operations, sieges, and more. Scheduled to ship in May 2024.

GMT 2010-24 \$64.00

SPOTLIGHT ON



MINDBUG: BEYOND EVOLUTION (STAND ALONE OR EXPANSION)

This expansion can be played on its own, or mixed with Mindbug: First Contact or Mindbug: Beyond Eternity. Mindbug is an easy-to-learn card game co-designedby Richard Garfield where players try to outwit their opponents in a tactical duel where having and playing the best card at the wrong time can be deadly to yourself. Scheduled to ship in March 2024.

GHO MB04 \$22.99

GMT GAMES





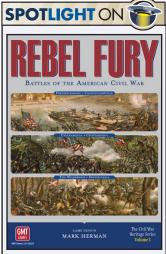
A GEST OF ROBIN HOOD

An ideal entry point to the COIN system and the ICS series: a two player, relatively low complexity game with a family friendly theme that plays in one hour and introduces all of the key concepts found in the COIN series: The Sheriff will chase Robin Hood across Nottinghamshire to prevent him from organizing peasant revolts, but Robin can sneak away and hide amongst his Merry Men. Scheduled to ship in May 2024. GMT 2325.....\$75.00

500th Anniversary Edition

HERE I STAND 500TH ANNIVERSARY

Here I Stand is an innovative game system, being the first to integrate religion, politics, economics and diplomacy in a card-driven design. Games vary in length from 3-4 hours for a tournament scenario up to full campaign games that run about twice the time. Scheduled to ship in February 2024. GMT 0512-24\$95.00



REBEL FURY: SIX BATTLES FROM THE CAMPAIGNS OF CHANCELLORSVILLE AND CHICKAMAUGA

Rebel Fury, Volume I of the Civil War Heritage Series, uses the low-complexity Gettysburg system featured in C3i Magazine 32. The Battles featured are Chickamauga, Chattanooga, Missionary Ridge, Chancellorsville, and Fredericksburg (solitaire). Each game in Rebel Fury is quick-set-up, quick-playing, and deeply interactive. The density of counters in each scenario is low, allowing you to see and experience the big picture of the battle. Scheduled to ship in May 2024.

GMT 2322 \$58.00





IRONGUARD MINIATURE DISPLAY CASES

Ironguard Supplies is proud to introduce a line of miniature display cases, so you can put your proudly painted miniatures on display! Measuring approximately 2.75 inches tall and 1.5 inches square, this pack of two display cases will protect a pair of paladins from getting damaged, misplaced, or worse!

MINIATURE DISPLAYS COUNTER DISPLAY (12 PACKS OF 2) DIA STL260988



MAGNA-ARMOR

CARDHOLDER



IRONGUARD MAGNA-ARMOR MAGNETIC CARD HOLDERS

Magnets are the future, and the future is now! Embrace the wonder of magnets and protect the jewels of your card collection with these high-quality single-touch cardholders! Designed for 2.5" by 3.5" cards, these card holders feature UV protection and simple magnetic closures. Available in 35pt to 130py thicknesses. And make your cards stand out with our new Yellow and Black-bordered 35pt cardholders, for those cards that are already standouts in your collection. Available in a counter display.

35PT MAGNA-ARMÓR HOLDERS (DISPLAY OF 25) DIA STL215480PI
55PT MAGNA-ARMOR HOLDERS (DISPLAY OF 25) DIA STL215481PI
75PT MAGNA-ARMOR HOLDERS (DISPLAY OF 20) DIA STL258372PI
100PT MAGNA-ARMOR HOLDERS (DISPLAY OF 20) DIA STL258374PI
130PT MAGNA-ARMOR HOLDERS (DISPLAY OF 20) DIA STL258375PI
YELLOW 35PT MAGNA-ARMOR HOLDERS (DISPLAY OF 25) DIA STL258750PI
BLACK 35PT MAGNA-ARMOR HOLDERS (DISPLAY OF 25) DIA STL258371 PI



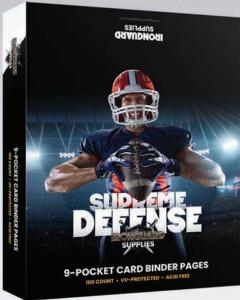


IRONGUARD MAGNA-ARMOR MAGNETIC CARD PACK HOLDERS

You have magnetic cardholders for your cards, but what about those sealed packs of cards you just can't bring yourself to open? Store a 10-card or 15-card-pack in safety and comfort with these magnetic-closure Magna-Armor cases, made of high-quality acrylic. You may not want to open a pack of cards again! Available in a counter display of 20.

R	10-Card-Pack Magna-Armor Holders DIA Stl258367 .	PI
•	15-CARD-PACK MAGNA-ARMOR HOLDERS DIA STL258370 .	PI





IRONGUARD 9-POCKET PAGES

You're gonna need a bigger binder! For the ultimate collector, or the well-prepared retailer, it's a box of 100 or 250 9-pocket pages, sized for standard collector cards. Need a quick refill? Top off your card binder with a package of 25 9-pocket pages, with clear or black backs. Fill your binder to overflowing with pages to put your whole card collection on display! 25-counts are packaged in a hanging bag; 100- and 250-counts are packaged in a full-color counter display, because we roll like that.

25-COUNT PACK DIA STL23	0307	PI
25-COUNT BLACK PACK DIA	A STL230313	PI
100-COUNT DISPLAY DIA ST	TL230304	PI
	TL230315	



IRONGUARD 9-POCKET DELUXE PORTFOLIO

No binder? No problem. Put your most collectible of cards in this "cardfolio," a bound set of 20 non-removable 9-pocket pages. Designed for standard collector cards, it is sleek and portable, and is sure to class up any card collection. Feel like a high-powered executive, but instead of a killer presentation, you have a killer deck on tap!

DLACK	
DIA STL230316	PI
BLUE	
DIA STL230319	PI

GIM



BONGULADO SOPPLIS SOPPLIS SOPPLIS SUPPLIS BLACK BLACK

Want to protect your card and do it in style? These matte card sleeves feature various colors of opaque backs, so you can easily sort different card types. Designed for standard-sized cards. Package of 50.

BLACK (PACK OF 50) DIA STL230344PI

IRONGUARD CARD SLEEVES

rackage of 50.
BLACK (PACK OF 50) DIA STL230344PI
GREEN (PACK OF 50) DIA STL230334PI
GREY (PACK OF 50) DIA STL230332PI
PURPLE (PACK OF 50) DIA STL230336PI
RED (PACK OF 50) DIA STL230335PI
YELLOW (PACK OF 50) DIA STL230333PI



IRONGUARD BOARD GAME SELEEVES

Got a board game you're looking to protect? Whether you're playing it, selling it or saving it for future generations, those board game cards need to be protected from dings and creases. Choose from standard American, mini American, standard European and mini European – we even protect Tarot cards! Who could have predicted that? Acid free and PVC free.

STANDARD (PACK OF 100) DIA STL230327	PI
MINI (PACK OF 100) DIA STL230328	PI
EU SIZE (PACK OF 100) DIA STL230329	PI
EU MINI SIZE (PACK OF 100) DIA STL230330	
TAROT (PACK OF 100) DIA STL230331	



IRONGUARD PENNY SLEEVES

A penny for your thoughts? Because we think your cards need to be protected at all times. Our penny sleeves do the job, and are an incredibly affordable way to maintain the value of your collection. Choose from standard, graded or 130pt card size.

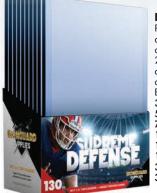
STANDARD (PACK OF 100)	
DIA STL230325	Pl
GRADED (PACK OF 100)	
DIA STL230326	Pl
130PT (PACK OF 100)	
DIA STL258392	Pl



IRONGUARD SEMI-RIGID CARD SLEEVES

Not every card can get graded, but every card can be protected! Whether your hobby is sports cards, entertainment cards or CCGs, protect your favorite cards with these semi-rigid card holders! Designed for 2.5" by 3.5" cards, these card holders are made of clear vinyl, and feature a 1/2 inch lip. Perfect for long-term storage! 200 card holders per pack.

RETAIL PACK (200 SLEEVES) DIA STL215479



IRONGUARD TOP LOADERS

Protect your cardboard gold with these collectorquality toploaders, perfect for trading, storage, and sending cards in to be graded. Designed for 2.5" by 3.5" cards, these card holders are made of rigid PVC, and measure 3" by 4". Available in a range of thicknesses. Also available: Yellow and Black borders!

35PT (PACK OF 25) DIA STL215472	PI
55PT (PACK OF 25) DIA STL215477	PI
75PT (PACK OF 25) DIA STL215478	PI
100PT (PACK OF 25) DIA STL258374	PI
130PT (PACK OF 10) DIA STL258388	
180PT (PACK OF 10) DIA STL258391	
35PT BLACK (PACK OF 25) DIA STL215473	
35PT YELLOW (PACK OF 25) DIA STL215474	PI

ALSO AVAILABLE:

IRONGUARD EASY SLIDE PENNY SLEEVES SMALL LIP (PACK OF 100) DIA STL230351	PI
IRONGUARD EASY SLIDE PENNY SLEEVES LARGE LIP (PACK OF 100) DIA STL230353	. PI
IRONGUARD TEAM SET BAGS (PACK OF 100) DIA STL230418	PI
IRONGUARD LABELED TOP LOADERS 35 PT "NUMBERED" (PACK OF 25) DIA STL215476	
IRONGUARD LABELED TOP LOADERS 35 PT "ROOKIE" (PACK OF 25) DIA STL215475	PI
IRONGUARD COMIC BOOK TOPLOADERS CURRENT SIZE (PACK OF 5) DIA STL258377	PI
IRONGUARD COMIC BOOK TOPLOADERS SILVER AGE SIZE (PACK OF 5) DIA STL258379	PI
IRONGUARD COMIC BOOK TOPLOADERS GOLDEN AGE SIZE (PACK OF 5) DIA STL258380	PI
IRONGUARD COMIC BOOK TOPLOADERS MAGAZINE SIZE (PACK OF 5) DIA STL258382	PI
IRONGUARD 8" X 10" PHOTO TOPLOADERS (PACK OF 5) DIA STL258383	PI

GIM MAR

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CHROMA MIX

In Chroma Mix, a combination of color theory and strategy will help you make the perfect color! On your turn, you may Print (play a card), Mix (aquire a card), or Refill (add cards back to your hand). Printing allows you to activate the abilities of cards and gain more colors. You can mix together colors you don't need to make colors with even more powerful abilities. Refilling allows you to replay or mix with colors on a future turn. Scheduled to ship in June 2024.

JZE ECM01000.....\$20.00



KEEP DRY GAMES

CORE CONNECTION 2: JADE JUDGEMENT EXPANSION

Core Connection: Jade Judgement is an expansion that introduces an all new way to play the game. Players can choose 1 of 3 scenarios that fundamentally alter gameplay with new cards and rules. Core Connection: Jade Judgement is great for players who enjoy the storytelling aspect of the game, players who are up to a new challenge, and players who just want more Core Connection. The base game is required to use this expansion. Scheduled to ship in May 2023 GGD JPG135PI

CORE CONNECTION 2: NABLA CONSPIRATION

Two years ago, the ancient conquerors of Atlantis rose from the depths of the Pacific, leaving the world paralyzed in their wake. But, seven girls stepped forward to face the threat, each possessing the Royal Wavelength required to activate the humanoid weapons known as Resonants. These were the only means of stopping the enemy. In a storm of conflict, the girls battled against Atlantis, eventually defeating Ennosigaios, the Lord of Atlantis. With peace slowly returning, the girls are able to return to their normal lives, but something seems to be missing. Scheduled to ship in May 2023 GGD JPG134PI

KONAMI DIGITAL ENTERTAINMENT





PAPER TRAIL

Paper Trail is a unique hidden movement game where students pass notes around the classroom while the teacher tries to confiscate these notes. The teacher must use logic and deduction, while the students must balance risk vs. reward as they race to deliver the most notes. This is a medium weight strategy game for adult board gamers and board game families. The art and aesthetic is 90's/2000's American education. Unique mechanics, theme, and asymmetric roles create a new experience for hidden movement enthusiasts. Scheduled to ship in June 2024.

LOONEY LABS



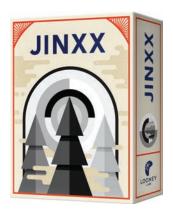
CHRONONAUTS: THE REST OF ROW E EXPANSION

This Chrononauts expansion pack fills out the rest of Row E - the 21st century so far. In the alternate universe you come from, did Donald Trump or Hillary Clinton win the 2016 elections? Did the Capitol Hill Insurrection happen or not? Did the Supreme Court overturn Roe vs. Wade or did we pass the Equal Rights Amendment? The Rest of Row E has three new timeline cards, two patches, one Sway Voting Inverter, and four new Identities that depend upon the new events. Expand your travels through time! NOTE: Requires BOTH Chrononauts and The Gore Years to play.

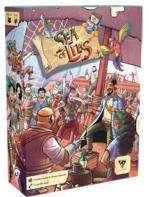
LOO 132\$5.00

Jinxx is an abstract strategy game for 2-4 players featuring striking stacking pyramidshaped pieces in three sizes and four colors black, white, gray, and clear. In Jinxx, players jockey for position on a 3x3 grid. Pyramid size and a die roll determine your possible moves on each turn. Use your move to capture an opponent's piece or better position one of your own pieces. If you own the topmost pyramids in any three-space line through the center, you win! But be careful you can also be eliminated if you lose too many of your pieces

LOO 133\$22.00



MINDS VISION



SEA OF LIES

The Captain is gone! You are the most infamous pirates on the ship, and now you must argue who deserves to be the next in command. Earn the support of the crew by sharing a Great Feat of yours, spreading a Foul Rumor about another pirate, or revealing a Creepy Secret from the deep sea. Anything goes to become the new captain! Be ready to trick and deceive your comrades with pirate tales while building your reputation. And the most important thing: do not get caught lying! Scheduled to ship in June 2024.

MVB G00043......\$39.95



SMALL BUT MIGHTY

Everyone loves miniatures, but sometimes it feels like it's easier to keep them in a closed box than display them. They get dusty, bent, scratched, they fall behind furniture, you accidentally impale yourself on one of their swords – how can something so small cause so much trouble? Now, Ironguard Supplies is proud to introduce a line of miniature display cases, so you can safely put your proudly painted miniatures on display! Measuring approximately 2.75 inches tall and 1.25 inches square, these easy-to-open display cases are sold in packs of two, so you can protect a pair of paladins from getting damaged, lost, or worse!

See the full line at ironguardsupplies.com

f /ironguardsupplies

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MODIPHIUS

FALLOUT: WASTELAND WARFARE





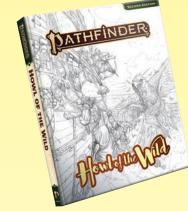
CREATURES NUKALURK KING MUH 0190027.....\$42.00

CREATURES NUKALURKS MUH 0190043 \$42.00

PAIZO PUBLISHING







PATHFINDER RPG: HOWL OF THE WILD (P2)

A Wild Adventure! A sound echoes across the worlds farthest wildernesses: the howl of countless animals and beasts! This all-new 224-page Pathfinder rulebook dives deep into the wilderness like never before! With new ancestries, character options, animal companions, wilderness foes and more, Howl of the Wild provides a travelers pack worth of value for players and Game Masters alike! The Hardcover Set includes 2 copies of PZO 12005-HC and 1 copy of PZO 12005-SK. Scheduled to ship in May 2024.

HARDCOVER

	PZO 12005-HC
	SPECIAL EDITION PZO 12005-SE \$84.99 HARDCOVER SET
ı	PZO 12005-SE\$84.99
	HARDCOVER SET

PZO 12005-SKSET......\$194.97



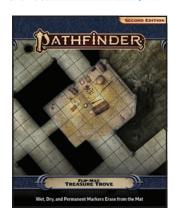
PATHFINDER RPG: ADVENTURE PATH -**WARDENS OF WILDWOOD PART 2 OF** 3 - SEVERED AT THE ROOT (P2)

Severed at the Root is a wilderness-themed Pathfinder adventure for four 8th-level characters. The adventure continues the Wardens of Wildwood Adventure Path, a three-part monthly campaign in which a group of adventurers navigate a tricky balance between idyllic wilderness, a hungry nation, and primal forces beyond the natural world. This volume also includes a look at manifestations of the Plane of Wood, an ecology of the godlike green men, several new magical items, and new monstrous threats! Scheduled to ship in May 2024.

PZO 15202-SC.....\$29.99

PATHFINDER RPG: FLIP-MAT -TREASURE TROVE

A wealth of riches! To some, adventuring is all about getting treasure and Pathfinder Flip-Mat: Treasure Trove sets the scene for a haul of legendary scale. Each side of the Flip-Mat presents one of two treasure-laden locations adventurers can explore to get their loot. One side presents a fortified temple vault protecting priceless relics, while the other shows a secluded cavern lair of a dragon or other large and covetous beast. Spread this map out at your table and enrich your experience! Scheduled to ship in May 2024. PZO 11014-FM\$19.99





STARFINDER RPG: ADVENTURE PATH - MECHAGEDDON!

This 184-page hardcover campaign tells the story of rookie mech pilots on Daimalko, starting out as city defenders and venturing to the stars as the heroes become galactic celebrities. This epic campaign spans levels 3 to 18 and features new mechs, bonus adventures designed to slot into the campaign as interludes or stand on their own as oneshots, mech-sized maps, and more. Mechageddon! is an exciting introduction to mech combat and the Starfinder RPG, packed with adventure content and new rules you can use to build the ultimate mech campaign! The deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark. Scheduled to ship in May 2024. Scheduled to ship in May 2024.

HARDCOVER PZO 7253-HC	\$59.99
HARDCOVER (SPECIAL EDITION) PZO 7253-SE	\$79.99

STARFINDER RPG: FLIP-MAT -CORPORATE OFFICE

Remember, tomorrow is casual day! It could be just another day at the office, but one where your players live their fantasies of demolishing cubicles or having sword fights in the meeting room. One side depicts a futuristic office space, replete with walkways, meeting rooms, private offices and lounging areas. The reverse side depicts the same site, now devastated by some catastrophic event, allowing you to dynamically change your battlefield on the fly. This map also directly connects to Starfinder Flip-Mat: Data Center to let you make a truly massive encounter space. Starfinder Flip-Mats present ready-to-use science-fantasy set pieces for the busy Game Master. With Starfinder Flip-Mat: Corporate



Office, you'll be ready for the next encounter! Scheduled to ship in May 2024.





PLAID HAT GAMES

SUMMONER WARS 2ND EDITION: FACTION DECKS

Scheduled to ship in May 2024.



SHIMMERSEA FAE

Perplex your enemy with an assault as riddled as the tide. The Shimmersea Fae excel at controlling the ebb and flow of battle. They can steal their opponent's momentum by turning an advance into a retreat. And they can flip between defense and offense with alarming speed. And be warned! Just when you think them defeated, a fae can vanish, only to reappear later in the fight!

PHG 3616.....\$14.95



STORM GOBLINS

Revel in the destructive nature of lightning like only a goblin can! Storm the battlefield and discharge bursts of electricity to overcharge your own troops while cooking the enemy to a sizzling crisp. Rush the foe in reckless, goblin fashion, overwhelming them with your numbers and bewildering disregard for self-preservation.

PHG 3617.....\$14.95



POKÉMON TCG: SCARLET & VIOLET - TEMPORAL FORCES BOOSTER BUNDLE (6)

The ranks of Ancient and Future Pokémon continue to grow! Walking Wake ex breaks free of the past alongside Raging Bolt ex, while Iron Leaves ex delivers high-tech justice with Iron Crown ex. Outside Area Zero, Wugtrio and Farigiraf shift types as Tera Pokémon ex, and Pokémon Trainers everywhere prepare for the return of ACE SPEC cards with uniquely powerful effects. A rupture in time brings wild beasts and cyber visions to battle in the Scarlet & Violet Temporal Forces expansion! Expand your collection with this Booster Bundle containing six booster packs from Pokémon TCG: Scarlet Violet & Temporal Forces!

PUI 188-85319......PI

POKÉMON USA



POKÉMON TCG: NINETALES EX / ZAPDOS EX **DELUXE BATTLE DECK CASE (6)**

The new Pokémon TCG: Deluxe Battle Decks offer a step up for players who are ready for a challenge, with more advanced strategies and additional power cards. Each 60-card deck includes 3 foil cards and everything you need to play right away. Let the deluxe battle begin! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. PUI 290-87600.....PI

POKÉMON TCG: PALDEA ADVENTURE CHEST

A world of adventure awaits Pokémon Trainers in the Paldea region! Gear up for battle with a big handful of ready-toplay promo cards featuring cute yet feisty Pokémon, then open up a set of booster packs to find even more friends! Along the way, you'll get to decorate your gear with tech stickers, show off your collection with a mini portfolio, and give a squishy toy Pikachu a squeeze! PUI 290-85608......PI





POKÉMON TCG: SCARLET & VIOLET -TEMPORAL FORCES BOOSTER DISPLAY (36)

The ranks of Ancient and Future Pokémon continue to grow! Walking Wake ex breaks free of the past alongside Raging Bolt ex, while Iron Leaves ex delivers high-tech justice with Iron Crown ex. Outside Area Zero, Wugtrio and Farigiraf shift types as Tera Pokémon ex, and Pokémon Trainers everywhere prepare for the return of ACE SPEC cards with uniquely powerful effects. A rupture in time brings wild beasts and cyber visions to battle in the



Scarlet & Violet Temporal Forces expansion! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. PUI 188-86981......PI



POKÉMON TCG: SCARLET & VIOLET -TEMPORAL FORCES BUILD & BATTLE **BOX DISPLAY (10)**

Inside you'll find: a 40-card ready-to-play deck including 1 of 4 unique foil promo cards, 4 Pokémon TCG: Scarlet Violet & Temporal Forces booster packs, and a code card for Pokémon TCG Live. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. PUI 188-86661.....PI

POKÉMON TCG: SCARLET & VIOLET - TEMPORAL FORCES CHECKLANE **BLISTERS CARTON (16)**

The ranks of Ancient and Future Pokémon continue to grow! Walking Wake ex breaks free of the past alongside Raging Bolt ex, while Iron Leaves ex delivers high-tech justice with Iron Crown ex. Outside Area Zero, Wugtrio and Farigiraf shift types as Tera Pokémon ex, and Pokémon Trainers everywhere prepare for the return of ACE SPEC cards with uniquely powerful effects. A rupture in time brings wild beasts and cyber



visions to battle in the Scarlet & Violet Temporal Forces expansion! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 188-85649.....



POKÉMON TCG: SCARLET & VIOLET -TEMPORAL FORCES ELITE TRAINER BOX

The ranks of Ancient and Future Pokémon continue to grow! Walking Wake ex breaks free of the past alongside Raging Bolt ex, while Iron Leaves ex delivers high-tech justice with Iron Crown ex. Outside Area Zero, Wugtrio and Farigiraf shift types as Tera Pokémon ex, and Pokémon Trainers

everywhere prepare for the return of ACE SPEC cards with uniquely powerful effects. A rupture in time brings wild beasts and cyber visions to battle in the Scarlet & Violet Temporal Forces expansion! PUI 188-85657.....PI

POKÉMON TCG: SCARLET & VIOLET -**TEMPORAL FORCES SLEEVED BOOSTER CASE (144)**

The ranks of Ancient and Future Pokémon continue to grow! Walking Wake ex breaks free of the past alongside Raging Bolt ex, while Iron Leaves ex delivers high-tech justice with Iron Crown ex. Outside Area Zero, Wugtrio and Farigiraf shift types as Tera Pokémon ex, and Pokémon Trainers everywhere prepare for the return of ACE SPEC cards with uniquely powerful effects. A rupture in time brings wild beasts and cyber visions to battle in the Scarlet & Violet Temporal Forces expansion! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. PUİ 188-87642.....PI









POKÉMON TCG: SCARLET & VIOLET -TEMPORAL FORCES THREE-BOOSTER BLISTER CARTON (24)

The ranks of Ancient and Future Pokémon continue to grow! Walking Wake ex breaks free of the past alongside Raging Bolt ex, while Iron Leaves ex delivers high-tech justice with Iron Crown ex. Outside Area Zero, Wugtrio and Farigiraf shift types as Tera Pokémon ex, and Pokémon Trainers everywhere prepare for the return of ACE SPEC cards with uniquely powerful effects. A rupture in time brings wild beasts and cyber visions to battle in the Scarlet & Violet Temporal Forces expansion! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 188-87646.....PI

POKÉMON TCG: STACKING TIN (Q1 2024) DISPLAY (6)

Choose a tin that matches your type: serene Psychic type, steely Metal type, or draconic Dragon type! This handy Pokémon TCG: Stacking Tin stacks neatly with others and contains: 3 Pokémon TCG booster packs and 2 Pokémon sticker sheets. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 210-86987......PI





TRADING CARD GAME

POKÉMON TCG: WORLD CHAMPIONSHIPS DECK 2023 DISPLAY (8)

Grab a World Championships deck and play like a champion! Choose one of four powerful decks, each a card-for-card

replica of an actual title-contender's deck from the 2023 Pokémon Trading Card Game World Championships! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. PUI 290-86603.....PI

PRIVATEER PRESS

WARMACHINE MKIV

Scheduled to ship in March 2024.



DUSK CADRE - GHOSTS OF IOS PIP 27040\$119.99



KHYMAERA CADRE -**SHARD INCARNATES**

PIP 29040\$109.99



PROLIFIC GAMES

FLAPJACKS & SASQUATCHES: THE DICE GAME

Swing your axe and push your luck! Logging dice have trees to fell and axes to swing. The Sasquatch Die mixes it up with special powers and legendary helpers like Paul Bunyan and Babe the Blue Ox. A fast, casual, stand-alone dice game for anyone and everyone, all packed in a zipper pouch to bring everywhere, from campsites to coffee shops.

PLF 160......\$23.99

Q-WORKSHOP



DOGS DICE SET BUBBLES (7)

Scheduled to ship in March 2024. QWS SDOG04.....\$20.00

RAINBOW RABBITS GAMES



RAINBOW BUNNY BOP

Get ready for fur-iously flipping family fun with the adorable Rainbow Rabbits -Blossom, Butters, Cupcake, and Douglas. In this colorful sequencing game. players race to build rainbows as fast as they can and be the first to play all of their cards. It's a little bit co-hoperation, and little bit competition, and a whole lot of chaos. Kids love it. Adults love it. Kids love always winning against the adults. Adults don't love that part as much. Feeling skeptical? Fact: even the most cynical player will yell Red! Orange! Yellow! Green! Blue! Indigo! VIOLET! by the end of the the first round. Scheduled to ship in March 2024. RAB 119906\$10.00 **RANDOM HOUSE**



MAGIC THE GATHERING: ORACLE DECK

From the extraordinary world of Magic: The Gathering comes a beautifully illustrated 52-card oracle deck and guidebook - featuring a pantheon of gods, iconic creatures, and mythical beings from the Greek-inspired plane of Theros. From the team behind The Dungeons & Dragons Tarot Deck comes this officially licensed oracle deck comprising 52 all-new illustrations that celebrate the characters, creatures, and lore of the world's largest trading card game, Magic: The Gathering. Scheduled to ship in May 2024.

RHP 738.....\$24.99





DISNEY LORCANA TCG: INTO THE INKLANDS CARD SLEEVES -**SCROOGE MCDUCK**

Each pack contains 65 matte-finish card sleeves featuring a Disney Lorcana TCG glimmer. RVN 11098299.....\$9.99

DISNEY LORCANA TCG: INTO THE

INKLANDS DECK BOX - SCROOGE

Each deck box can hold up to 80

RVN 11098301.....\$5.99

MCDUCK

sleeved cards.



DISNEY LORCANA TCG: INTO THE INKLANDS DECK BOX -**ROBIN HOOD**

Each deck box can hold up to 80 sleeved cards RVN 11098302.....\$5.99



RAVENSBURGER



DISNEY LORCANA TCG: INTO THE **INKLANDS BOOSTER** DISPLAY (24)

Unlike starter decks. packs booster contain twelve random cards from Disney Lorcana: Into the Inklands. Use booster packs to build and customize your deck with abilities and characters beyond those found in starter decks. Each booster

contains twelve randomized cards: 6 common cards, 3 uncommon cards, 2 rare, super rare, or legendary cards, 1 foil card (random rarity level). NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

RVN 11098312......\$143.99



DISNEY LORCANA TCG: INTO THE INKLANDS GIFT SET

The gift set includes two collectible oversized foil cards and two playable foil game cards in addition to game tokens and four boosters. The gift set for Disney Lorcana: Into the Inklands will feature Stitch Cover Agent and Tinker Bell Very Clever Fairy. Gift sets include: 2 oversized foil cards, 2 playable foil cards, and 4 booster packs of 12 additional game cards each. RVN 11098295.....\$29.99

LORCANA **DISNEY LORCANA TCG: INTO THE INKLANDS CARD SLEEVES - ROBIN** HOOD Each pack contains 65 matte-finish

card sleeves featuring a Disney Lorcana TCG glimmer.

RVN 11098300.....\$9.99





THE INKLANDS NEOPRENE MAT -MOANA RVN 11098303.....\$19.99



DISNEY LORCANA TCG: INTO THE INKLANDS NEOPRENE MAT -

RVN 11098304.....\$19.99

FEATURED ITEM



DISNEY LORCANA TCG: INTO THE INKLANDS ILLUMINEER'S TROVE

The ultimate treasure for both collectors and players, the *Illumineer's Trove* includes a full-art storage box, two deck boxes, eight booster packs, a player's guide, and more. The player's guide offers a look into the world of Lorcana as well as a complete visual guide to all cards in *Disney*

Lorcana: Into the Inklands. Also included are deckbuilding tips and game strategies. The Illumineer's Trove includes: 1 storage box, 2 deck boxes, 8 booster packs, 15 game tokens, 1 player's guide. Lorcana products will only be available to brick and mortar stores.

RVN 11098292.....\$49.99

FEATURED ITEM





DISNEY LORCANA TCG: INTO THE INKLANDS STARTER DECK CARTON (8)

To play the Disney Lorcana TCG, each player will need a deck of sixty cards. Ready-to-play starter decks contain a preconstructed deck with a specific card list. If youre new to trading card games,

or if you want to experience the game with a deck designed and tested by Team Lorcana, this is a good place to start. Each starter deck includes: 1 starter deck of 60 cards, including 2 foil cards of the characters on the package front, 11 game tokens, 1 rulebook, 1 booster pack containing 12 randomized cards. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

RVN 11098305......\$135.99

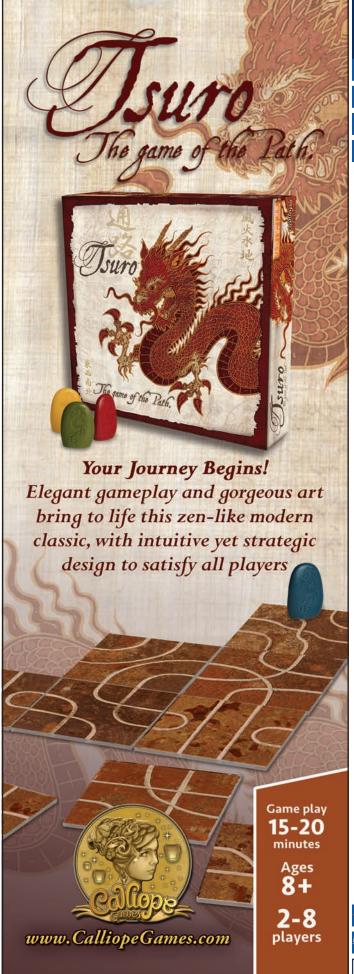
RED RAVEN GAMES



ISLE OF NIGHT

You've heard tales of a mysterious island filled with treasures and wonders, but it only appears at night. With your loyal hound at your side, you row at dusk toward the island, eager to uncover its secrets and confront its dangers. In this card game for two to five players, collect items from the island and move a market track to make your collection the most valuable in the game. Scheduled to ship in May 2024.

RVM 032.....\$20.00

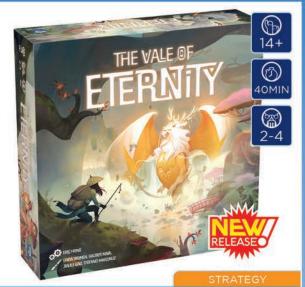


GIM

2024

35





- · Become a monster tamer and hunt a variety of fantastical creatures
- · Includes cards of 70 creatures from myths all around the world
- · Awarded the Dice Tower Seal of Excellence

RGS02674

THE VALE OF ETERNITY

LOCUS 30MIN 1-4 STRATEGY

LOTUS

 Grow flowers one petal at a time using a clever and original card laying mechanic

AVAILABLE NOW!

- · Transform your table into a work of art
- New solo mode which adds the Winter Lotus RGS00527

\$30

MARCH RELEASE!



STRATEGY

ROBO RALLY THRILLS & SPILLS EXPANSION

- 3 12x12 double-sided factory floor boards
- Introduces oil slicks, flamers, and portals
- Includes 5 new upgrade cards

RGS02636 \$20

AVAILABLE NOW!



STRATEG'

ROBO RALLY MASTER BUILDER EXPANSION

\$35

- 8 new double-sided 6x6 Factory Game Boards and 17 Factory Floor Tokens
- 5 New Upgrade Cards
- Fully compatible with all existing Robo Rally Boards

RGS02637 \$25

AVAILABLE NOW!



ROLEPLAYING

VAMPIRE: THE MASQUERADE 5TH EDITION ROLEPLAYING GAME DISCIPLINE DECK ACCESSORY

- Have the text of your character's disciplines at your fingertips
- Contains all Discipline powers from both Vampire: The Masquerade and the Vampire Players Guide
- Contains all the Oblivion powers and Oblivion Ceremonies

RGS02604 \$25

MAY RELEASE!



<u>MA</u> 202





SHIPWRIGHTS OF THE NORTH SEA:

- · An entirely new game with the core gameplay completely rebuilt
- · No-fuss solo mode with 4 unique opponents to play against
- · Interesting decisions as you build your engine and forge your strategic path

RGS02642 \$60

MARCH RELEASE!



EXPLORERS OF THE NORTH SEA COLLECTOR'S BOX

- Perfect for collectors that would like to have their medieval trilogy in the same sized boxes.
- · Insert with player piece trays from Black Magic Inserts.

RGS02647

MARCH RELEASE!



MINIATURES

G.I. JOE MISSION CRITICAL COBRA ASCENDANT EXPANSION

- · Play as new Heroes Rock n Roll & Bazooka
- · Introduces a new boss Serpentor
- · 2 new lieutenants Tomax & Xamot

RGS02639 \$45

MARCH RELEASE!



MINIATURES

\$45

POWER RANGERS HEROES OF THE GRID ARSENAL PACK

- Introducing a brand-new type of card: Arsenal Cards
- Includes Void Knight, Izzy Garcia, Trini Kwan, and Typer Navarro
- Incorporates some of the larger ranger equipment such as Battilzers

RGS02657

MAY RELEASE!



MINIATURES

\$30

POWER RANGERS HEROES OF THE GRID RPM RANGER PACK

- · Add the 5 RPM Rangers to your game
- Includes 50 Ranger Combat Cards and 5 Ranger Character Cards
- 5 new Zord Cards 2 new Megazord Card

RGS02656

\$45

MAY RELEASE!





GIM

MAR 2024

37

RIO GRANDE GAMES



CONCORDIA: ROMA AND SICILIA

The 7 historical quarters of Rome with its 25 iconic sites for your houses form the center of this map. They replace the provinces and cities from the base game. The city of Rome notably features only land routes, so only your land colonists are allowed to move in the city according to the usual rules. Your sea colonists have their own new ship track at the bottom of the map. Here you find 5 additional buildings. Scheduled to ship in March 2024.

RGG 661PI



IT'S A BALLOON

In It's a Balloon!? you choose a word and draw it on your drawing board. Simultaneously explain to the other players which lines you draw. They follow along and try to guess the word as quickly as possible. It's a Balloon!? challenges your creativity. Hints can only be given as simple forms and lines. Can you guess the word before everyone else does? Scheduled to ship in February 2024.

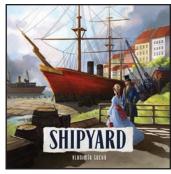
RGG 660\$39.95



PICTURES: USA EXPANSION

Pictures USA features 110 new photos from around the USA. Also ncluded are two new material sets to choose from: transparent cards with different shapes will spark your creativity just as much as the new set of 7 dice. Place them on the dice track depending on how well they fit the picture. You can mix and match cards and materials with the base game and all other expansions. Scheduled to ship in February 2024.

RGG 662\$34.95



SHIPYARD: 2ND EDITION

In the 19th Century, the Age of Sails met the Age of Steam, and for a time, ships moved across the ocean under power of both wind and coal. It was an exciting time to run a shipyard! Buy equipment. Hire crew. Build the ships that will power commerce, immigration, and naval supremacy. Will you build many small ships and try to score frequently, or will you put all your effort into one grand vessel that will score tons ofpoints at once? The game is centered around a unique action-selection mechanism with constantly-shifting options. Scheduled to ship in February 2024.

This is a small package of wooden parts to add to your enjoyment of the new edition of Shipyard. Scheduled to ship in February 2024.

RGG 670\$14.95

ROXLEY GAMES



SANTORINI: SECOND EDITION

Santorini is an accessible strategy game, simple enough for an elementary school classroom while aiming to provide gameplay depth and content for hardcore gamers to explore. The rules are simple. Each turn consists of 2 steps: 1. Move - move one of your builders into a neighboring space. You may move your Builder Pawn on the same level, step-up one level, or step down any number of levels. 2. Build - Then construct a building level adjacent to the builder you moved. Variable player powers

Santorini features variable player powers layered over an otherwise abstract game, with 40 thematic god and hero powers that fundamentally change the way the game is played. Scheduled to ship in May 2024. ROX 305.....\$49.99



SANTORINI: HIDING IN THE UNDERWORLD GOD PACK

Scheduled to ship in May 2024.

ROX 313......\$12.99

SANTORINI: RIDDLE OF THE SPHINX

Riddle of the Sphinx adapts classic Santorini competitive mode into a cooperative mode where players work together to complete riddles as they journey through an ongoing adventure. Scheduled to ship in May 2024.

ROX 311.....\$39.99





SANTORINI: SAILING WITH ODYSSEUS GOD PACK

Scheduled to ship in May 2024.

ROX 315......\$12.99



SANTORINI: SEASONS OF CHAOS GOD PACK

Scheduled to ship in May 2024.



SANTORINI: SOARING OVER MOUNT OLYMPUS GOD PACK

Scheduled to ship in May 2024.

ROX 314......\$12.99





ADVENTURE PARTY: SIGNATURE SERIES EXPANSION

The Signature Series Expansion delivers 24 exciting new adventure scenarios penned by some of your favorite role-playing your ready to battle the demon of sleep? Will you be able to retrieve your magic items by chasing down an interdimensional thief? Don't worry, even if you roll a "1," it isn't a failure - it's just hilarious! SND 1012......\$14.99

STEAMFORGED GAMES

DARK SOULS RPG: CURSED DICE SET

The perfect companion in your Dark Souls roleplaying campaigns, these dice will see players through the toughest tabletop challenges.

SFL DS-RPG030\$19.99





DARK SOULS RPG: TOME OF JOURNEYS

Death tugs at your soul as you press on, deeper into a world of forgotten palaces, broken kingdoms, and fading hope. The journey through the treacherous realms of *Dark Souls* continues, and we invite you to immerse yourself in the *Tome of Journeys*. Here lie the means to make your next roleplaying campaign twice as thrilling and thrice as deadly! Within these whispering pages, you'll find a wealth of new material to further flesh out your RPG campaigns. From classic Dark Souls locations, to new equipment and weaponry, plus two complete adventures ready to slot into your games. SFL DS-RPG032 \$29.99

STEVE JACKSON GAMES



CAR WARS TWO-PLAYER STARTER SET ORANGE/PURPLE 6TH EDITION

The relaunched Car Wars Sixth Edition line is getting a new, eye-catching cover-art treatment. This new, streamlined Starter Set has everything two players need to go headto-head in the arena. Take the included sample car out for an Amateur Night spin, or build your own car with 50 customization cards for each player! Scheduled to ship in May 2024.



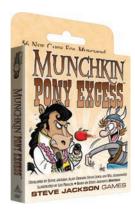




EXPRESS (THE RAILROAD CAR GAME)

Build your own trains, disrupt your rivals' trains, and watch out for wrecks! A classic from the old Mayfair Games line, Express was designed by Darwin Bromley himself. This edition has been updated by Steve Jackson and the Train Games Association, and Steve is especially pleased to be able to bring this game to you! Scheduled to ship in May 2024.

SJG 1593.....\$24.95



MUNCHKIN: PONY EXPRESS EXPANSION

In Munchkin Pony Express, you'll find new equine monsters, curses, and Items, plus a herd of new Steeds. Grab your Lucky Horseshoe, saddle up you Centaur of Attention, and ride to battle against the melodious menace of the Rocking Horse! This 56-card expansion has allnew cards and new jokes! Scheduled to ship in May 2024.

SJĠ 1587.....\$11.95

PLUSHIVERSE: PLUSHIE TOTE BAG

Scheduled to ship in March 2024.



BOBA PANDA

TET 8247-TY-TOTE\$6.00



UNICORNS OF DEATH

TET 8210-TY-TOTE\$6.00

<u>PLUSHIVERSE: REVERSIBLE PLUSHIE 4"</u>

Scheduled to ship in March 2024.



CAT [HAPPY + ANGRY] [CALICO]

TET 8273-TY-742.....\$10.00



FLOOFY WOOF

TET 8143-TY-739\$10.00



DAY N' NITE OCTOPUS

TET 8093-TY-743.....

.....\$10.00

TEETURTLE

SPOTLIGHT O



PLUSHIVERSE: BLIND BOX REVERSIBLE PLUSHIES 3" -(KAWAII CUTIES) MYSTERY PDQ (12)

Scheduled to ship in March 2024. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

TET 8269-TY-12PCK\$96.00

PLUSHIVERSE: PLUSHIE FANNY PACKS

Scheduled to ship in March 2024.



CUTE-OLOTL

TET 8159-TY-FANNY.....\$20.00



INU U LOVE ME TET 8166-TY-FANNY.....\$20.00



PANDAS & POSIES

TET 8163-TY-FANNY.....\$20.00







HELLO KITTY 50TH ANNIVERSARY PURPLE

TET 8277-TY-769\$10.00



HELLO KITTY 50TH ANNIVERSARY RED

TET 8277-TY-791\$10.00









RAINBOW PRISM AXOLOTL

TET 8090-TY-730.....

PLUSHIVERSE: REVERSIBLE PLUSHIE 4"

Scheduled to ship in March 2024.



TET 8144-TY-734.....\$10.00

SLY FOX







TURN ME RED

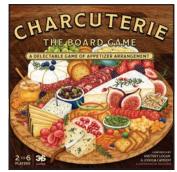
TET 8094-TY-724.....\$10.00

EXIT: THE GAME - ADVENT CALENDAR -THE MISSING HOLLYWOOD STAR

This advent calendar is an EXIT game and an adventure story in one: Each day reveals an exciting new riddle that brings you closer to your goal of finding the missing star. Solve all 24 riddles to uncover the secret and save the film! Scheduled to ship in September 2024. TAK 683010.....\$49.95

ADVENT CALENDER

TH3RD WORLD STUDIOS



CHARCUTERIE: THE BOARD GAME

Break out your serving boards, cured meats, and accoutrements as you prepare to create a delicious display of eye-catching appetizers in Charcuterie: The Board Game. Take turns drafting delectable food tiles and arranging them on your board, but carefully consider your placements as you will be judged on your final presentation! Score points for your arrangement and for meeting social criteria that elevate your display into a real crowd pleaser. Scheduled to ship in May 2024. 3WS CHCBG001......

THAMES & KOSMOS

BELRATTI

You are buying artwork for your museum, always trying to meet the current trends and finding genuine art from your associates. But the famous Belratti is trying to cheat his own fake paintings into your collection. In Belratti, players are split into two roles buyers and painters and are playing against the game. The game presents two cards as topics for which the buyers need to buy paintings. They ask for a certain number of cards, and the painters have to collectively meet this target number. Scheduled to ship in June 2024.





Speed is of the essence in the co-operative game Dodo as the bird has laid its egg on the highest mountain peak, but then unobservantly let it fall out of the nest and towards the cliff... By using teamwork, you can bring the rolling egg safely to the foot of the mountain! Quickly roll the building material you need, collect hammers and nails, and attach bridges to the sides of the mountain. If you manage to steer the egg safely into the lifeboat, you've won together. Scheduled to ship in June 2024. TAK 697945.....\$34.95



EXIT: THE GAME - KIDS -

May 2024.

RIDDLES IN MONSTERVILLE

Watch out! The cookie monsters

have stolen ten cookie jars from your

neighborhood and are on the loose! Can

you solve their monstrous riddles and earn

the cookie jars back? Scheduled to ship in

TAK 692868......\$17.95

EXIT: THE GAME - PRISON BREAK

For weeks you have all whiled away your existence in a dark cell, although you have committed no crime. One morning, you awake upon feeling something unusual in your mattresses. You find a letter from the infamous Jane Collins, who succeeded in fleeing from this prison one year ago. Is this your chance to escape to freedom, too? Scheduled to ship in July 2024.

TAK 692884.....\$17.95



EXIT: THE GAME - THE HUNT THROUGH AMSTERDAM

A clue to a previously unknown masterpiece by Vincent van Gogh has been discovered in Amsterdam. You set about deciphering the riddles, but you soon realize that someone else is also looking for the missing work of art. An exciting hunt through the streets and canals of Amsterdam begins. Will you recover the painting before it falls into the wrong hands? Scheduled to ship in May 2024.

TAK 692882.....\$17.95



EXIT: THE GAME -THE MAGICAL ACADEMY

Spells, elixirs, magical powers: you thought your studies at the academy couldn't get any more exciting! But when a gang of polterbolds — small, pointy-toothed creatures from the netherworld — shows up, chaos breaks out. Can you stop the creatures before they literally tear apart your school? Scheduled to ship in May 2024.

TAK 692883.....\$17.95

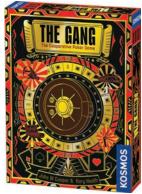




THE GANG

Texas Hold'em with a twist! Round up your gang and get ready to pull off a series of bank heists using the power of poker! In this innovative, cooperative version of a poker game, players bet on how good they think their hand of cards will be relative to the other players, and then try to make their predictions a reality. Scheduled to ship in July 2024.

TAK 683887.....\$14.95



INCOGNITO The Interest Batter Experies Services SOWSON

MASTERS OF CRIME: INCOGNITO



MASTERS OF CRIME: VENDETTA

Vendetta is a cooperative deductive murder mystery game where players must solve puzzles, follow clues and make decisions to solve a case. They do this using the included deck of cards, 12 hidden realistic clue documents, and the Internet. Through a choose-your-own-adventure mechanism, players make decisions that influence the course of the game and lead to solving the case in the end. One by one, they enter different realistically designed locations and encounter the various suspects. Thematically, the game moves in the environment of the matia in today's New York. Scheduled to ship in May 2024.





MASTERS OF CRIME: RAPTURE

White sandy beaches, the gentle sound of waves, and a thriving drug trade: this is what the Isla de Cubaidos is known for Not to mention that it's the home of international superstar Dayana. But for you, the Caribbean paradise could soon become a total nightmare. The secret drug ring that you built on the island is threatened to be blown open by a very public scandal. While on the island, Dayana has disappeared without a trace. People and places must be investigated, evidence collected, and puzzles solved... every decision affects how the story develops. Can you find out what happened to her before the police arrive and start digging where they shouldn't? Scheduled to ship in September 2024.

TAK 683827.....\$24.95



MASTERS OF CRIME: SHADOWS

An assignment awaits you in Amsterdam. You must break into the famous Bachmann Gallery and steal a mysterious painting. Before you can do this, you must scour Amsterdam's underworld for a team capable of carrying out such an operation. You will also scout out the gallery, inspect building plans, hack security systems, and plan your theft. Every decision affects how the story develops. Can you pull off the million-dollar heist of the century? Scheduled to ship in September 2024.

NUNATAK: TEMPLE OF ICE

In the three-dimensional construction game *Nunatak: Temple of Ice*, you build a step pyramid together in a mountain of ice but this game isn't co-operative, so watch your step! (A nunatak, by the way, is a hill or mountain completely surrounded by glacial ice.) For each pillar stone placed, you receive cards with different values that will affect your score in the end. Scheduled to ship in June 2024.

TAK 683801 \$39.95



TOMPET GAMES



HALLS OF HEGRA

From an abandoned mountain fortress you command a group of Norwegian volunteers fighting numerically superior German forces in the early days of WW2. Halls of Hegra is a solitaire-only wargame in the same vein as Robinson Crusoe, This War of Mine and Dead of Winter. The mechanics are worker placement, bag building, and area control/tower defense. You play as the commander of the Norwegian forces during the three stages of the game. Will you survive? Scheduled to ship in September 2024.

TOM HOH1000......\$50.00

ULTRA PRO INTERNATIONAL

POKÉMON TCG



ABRA EVOLUTIONS STITCHED
PLAYMAT - WHITE STITCHED

Scheduled to ship in May 2024.
UPI 16217......PI



GRENINJA 4-POCKET PORTFOLIO

Scheduled to ship in March 2024. UPI 16300.....PI

GRENINJA 2" ALBUM

Scheduled to ship in March 2024. UPI 16302......PI



GRENINJA 65CT DECK PROTECTORS

Scheduled to ship in March 2024.
UPI 16296......PI

GIM

42



GRENINJA 9-POCKET PORTFOLIOScheduled to ship in March 2024.
UPI 16301......P



GRENINJA PRO BINDER
Scheduled to ship in March 2024.
UPI 16298......PI



GRENINJA FULL VIEW DECK BOX

Scheduled to ship in March 2024. UPI 16297......PI



GRENINJA PLAYMAT

Scheduled to ship in March 2024.
UPI 16299......PI



SCARLET & VIOLET 6 4-POCKET PORTFOLIO

Scheduled to ship in May 2024.
UPI 16075.....PI

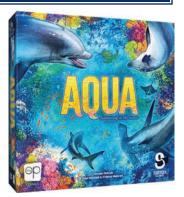
SCARLET & VIOLET 6 9-POCKET PORTFOLIO

Scheduled to ship in May 2024. UPI 16076.....PI

USAOPOLY

AQUA

In AQUA, your starting point is a hot spot that gradually becomes surrounded by expanding coral formations. These corals serve as habitats for small marine animals. By fostering biodiverse habitats, you can then create ideal conditions for attracting the largest marine animals. At the end of the game the player that succeeded in growing the best coral formations, and attracted the most small and large sea animals, will be the winner!



VAN RYDER GAMES



FINAL GIRL: SERIES 2 - STORAGE BOX

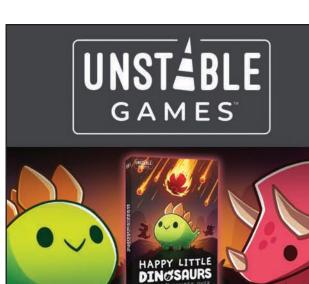


GIM

MAR 2024

43













GET THEM NOW!

WIZKIDS/NECA



WIZKIDS DEEP CUTS: BASES

Featuring an assortment of diameters to cover the most common miniature sizes, WizKids Black Bases allow miniature crafters of all skill levels the ability to customize their figures even further. WizKids Black Bases have low profiles for accurate miniature height and are designed to attach to the bottom of the mini's terrain. Each pack comes with the following bases: 3x20mm bases, 6x25mm bases, 3x50mm bases. Scheduled to ship in April 2024.

WZK 90730	\$4.49
CLEAR	
WZK 90729	\$4.49

WYRD MINIATURES

MALIFAUX 3RD EDITION Scheduled to ship in March 2024.



BLOODLETTING

WYR 23440\$35.00



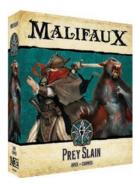
NOXIOUS ATMOSPHERE

WYR 23532\$21.00



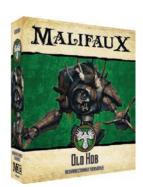
CROOKSKINS

WYR 23439\$18.00



PREY SLAIN

WYR 23828\$27.00



RESURRECTIONIST - OLD HOB

WYR 23237 \$35.00



he perfect gift for your DM (especially if that's you). Roll weather conditions in D&D 5e without looking up the rules. One roll, no charts.

The DMC provides rules for rolling weather in D&D 5th edition. Every day we roll to see what the weather will bring, and we still have to look it up every time.

This set of 5 dice (3d20 + 2d4) is the rules. You just roll the dice once every day, like a hag with bones, and tell your party what the weather will be. It's lightning fast and doesn't require any memorization.



Five dice to randomly determine rules-accurate weather in one throw.













-5°	5°
-10°	109
-15°	159
-20°	20°



SKU: DDSET-Weather-F MSRP: \$25.00



STARFINDER RPG: ADVENTURE PATH - MECHAGEDDON! HARDCOVER

PZO 7253-HC \$59.99

Available May 2024!

STARFINDER RPG: ADVENTURE PATH - MECHAGEDDON! HARDCOVER (SPECIAL EDITION)

PZO 7253-SE \$79.99 |

Available May 2024!



SUIT UP

STARFINDER
MECHAGEDDON!

ADVENTURE PATH!



Welcome to the titanic finale of Starfinder First Edition!

A streamlined evolution of the *Pathfinder Roleplaying Game*, the *Starfinder RPG* launched in August of 2017, sold out at Gen Con, and won the 2018 Origins Award for Fan Favorite Role-Playing Game.

Over the years, Starfinder exploded with even more sci-fi weaponry, magitech, and aliens to battle, befriend, or become — in mysterious celestial adventures. Then, with great excitement, Starfinder finally enabled players to build mechs with the Tech Revolution rulebook in 2021. The new mech system empowered players to design their own titanic battle robots with customizable parts and armaments, then hop into the cockpit and square off against epic threats!

In 2022, starfinders did just that. In *Starfinder Adventure: To Defy the Dragon* players were called to unearth legendary mechs of old — along with other secrets of the past — and use the ancient tech to defy the dragon! Still sold today, it makes a perfect stand-alone adventure, or an ideal next step for players and GMs who've completed other Starfinder adventures.

Now, in 2024, we celebrate the sunset of Starfinder First Edition with an Adventure Path printed in both hardcover and Special Edition — enter the Starfinder Mechageddon! Adventure Path.



On a rugged world crawling with colossi — terrifying kaiju that demolish cities with fearsome power — courageous mech pilots battle monsters to protect the planet's people. As the war for control of planet Daimalko rages on, a mysterious third power plots to use an ancient artifact to purge the planet of all life. It's time for Daimalko's defenders to suit up against a new threat!

This 184-page hardcover campaign tells the story of rookie mech pilots on Daimalko, starting out as city defenders and venturing to the stars as the heroes become galactic celebrities. This epic campaign spans levels 3 to 18 and features new mechs, bonus adventures designed to slot into the campaign as interludes or stand on their own as one-shots, mech-sized maps, and more. Mechageddon! is an exciting introduction to mech combat and the Starfinder RPG, packed with adventure content and new rules you can use to build the ultimate mech campaign.



Starfinder Mechageddon! Adventure Path was written by Rigby Bendele, Joseph Blomquist, and Dennis Muldoon and is also available as a special edition hardcover. (The exclamation point in the title is intentional!) The deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark.

This campaign was made by mech fans, for mech fans, as shown in this message from the Narrative Lead:

Do you dream of jumping in a giant robot and saving the world with your friends? Do you have a shelf full of plastic models? Do you want to fire all the missiles?!

Welcome, mech nerds. This Adventure Path is for you, created by a team of authors and artists who share your passion. Starfinder's mech combat rules were begging for their own epic-scale adventure, and thus Mechageddon! was born.

The Mechageddon! creative team was inspired by mech media, from military realism to super sentai, and the recurring themes of friendship, loyalty, hope, and courage in the face of fear. It was important for us to make sure this Adventure Path incorporated those themes in ways that a TTRPG party could explore. Don't worry, there's plenty of mech-scale combat, too!

This book presents a campaignlength story with scripted encounters, adventure hooks, and suggestions to help you build a Starfinder mech campaign. We creators poured our hearts and souls into Mechageddon! Our experiences, hopes, and fears inspired our work, but this story is yours to shape, and the encounters are yours to customize. Let this book be your launchpad into the mech campaign of your dreams.

> Jenny Jarzabski Starfinder Senior Developer

Starfinder Mechageddon! Adventure Path is based on rules set forth in the Core Rulebook and of course, Tech Revolution. We will be reprinting the player-facing mech rules in the Starfinder Mechageddon! Adventure Path Player's Guide, which is a free PDF download that will come out by the time the book releases.



The Adventure Path refers to other Starfinder products like the Armory, Alien Archive 3, Alien Archive 4, Character Operations Manual, and Pact Worlds. These additional supplements are not required to make use of the adventure. Readers interested in references to Starfinder hardcovers can find the complete rules available online for free at paizo.com/sfrd or pick them up at



It is also recommended players pick up *Starfinder's* two newest rulebooks, *Ports of Call* and *Starfinder Enhanced* to maximize all their mech options. The world needs saving and you need to arm your best mechs!

Starfinder Mechageddon! Adventure Path will be available in May!

Aaron Shanks is the Director of Marketing at Paizo. Author credit goes to the Paizo team—as our tabletop roleplaying games are collaborative, both around the table and our virtual office.



GTM MARCH 2024 47







CORE CONNECTION: NABLA CONSPIRACY

GGD JPG134PI

Available March 2024!

In the realm of board gaming, Core Connection: Nabla Conspiracy emerges as a beacon of Mecha-powered excitement where strategy meets intriguing narrative. As players delve into this immersive experience, they find themselves in a high-stakes competition, navigating the complexities of mechs, mutants and a clandestine society with nefarious intentions: Nabla's Heart.



Imagine stepping into the shoes of a Mecha pilot, ready to embark on a riveting adventure. Core Connection: Nabla Conspiracy throws players into a fierce competition against one another, with the looming threat of Nabla's Heart, a secret society shrouded in darkness and mystery. The stakes are high as pilots engage in tactical warfare, using Attachments and Tactics to power up their mechs for battles against monstrous entities serving the malevolent purposes of Nabla's Heart. All this to save the world.

To thrive in this world of intrigue, gathering intel is paramount. Each turn is a step towards unraveling the dark secrets of Nabla's Heart, and success hinges on the ability to defeat monsters that guard these enigmatic truths. The narrative unfolds with every strategic move, immersing players in a gripping storyline where each decision shapes the course of the battle.

Now, let's take a closer look at how one turn unfolds, offering a glimpse into the tactical brilliance required to conquer the Mecha battlefield and corner Nabla's Heart. As your turn begins, you find yourself at a crossroads, assessing your resources, the cards in your hand. Your decisions will echo through the narrative of your Mecha pilot. Picture your Mecha, adorned with Attachments you've picked and armed with Tactics, ready to do some damage!

The heart of the game lies in the decisions you make during your turn. You've got a hand of cards, each representing potential moves and strategic advantages. Do you deploy an Attachment to enhance your Mecha's combat capabilities, or perhaps opt for a Tactical maneuver to outsmart your opponents? This is where the magic happens, where your choices pave the way for victories and setbacks.

In the spirit of the game's narrative, these decisions mirror the pilot's journey against Nabla's Heart. Attachments symbolize the resilience of the Mecha, each piece of equipment a testament to your determination to stand against the shadows. Tactics represent the intricate plans devised to counter the clandestine threat. The turn isn't just a sequence of actions; it's a continuation of the evolving saga, a step closer to unraveling the conspiracy.

With your Mecha upgraded and strategies in place, it's time to confront the Monsters aligned with Nabla's Heart. This is where the gameplay seamlessly integrates with the narrative. The Mutants serve as guardians of society's secrets and defeating them becomes your ticket to gathering Energy — the lifeblood of the game.

Let's imagine a scenario: Your Mecha faces off against a formidable Mutant, armed with Attachments and bolstered by your

tactical brilliance. The decision to engage in combat isn't just a strategic move; it's a narrative clash between the determined pilot and the malevolent forces of Nabla's Heart. Victory in combat yields Energy, a tangible representation of progress in exposing Nabla's secrets. The stronger the Mutant, the closer you come to cornering Nabla and putting an end to their dark machinations.

The ultimate goal is to accumulate 20 Energy, emerging as the winner of this intense Mecha competition. The Energy isn't just a score; it's a reflection of your success in exposing Nabla's secrets and thwarting their sinister agenda. The narrative significance is profound each defeated Monster brings you one step closer to unraveling the conspiracy, turning the tide in the clandestine war.

Core Connection: Nabla Conspiracy doesn't just offer a board gaming experience; it immerses players in a narrative-driven world of Mechs, Monsters, and the secrets of Nabla's Heart. Each turn is a dynamic blend of strategic choices and narrative progression, where players actively engage with the evolving saga of their Mecha pilots. With three scenarios, each with new rules and cards, players can put their strategic skills to the test.

As the Mecha battlefield unfolds, and the secrets of Nabla's Heart gradually come to light, players can find themselves captivated by the synergy of mechanics and story. Core Connection: Nabla Conspiracy stands as a testament to the potential of board games to deliver not just gameplay satisfaction but an immersive storytelling experience that keeps players coming back for more.

EXPLORE THE WORLD OF

KINFIRE

KINFIRE DELVE: ORDER SCORN'S STOCKADE NOW!

April 2 Release Date



KINFIRE DELVE: VAINGLORY'S GROTTO



KINFIRE DELVE: SCORN'S STOCKADE



KINFIRE DELVE: CALLOUS' LAB

PLAYERS:

1 to 2

DURATION: 60 minutes | AGES: 14+ | MSRP: \$19.99



KINFIRE CHRONICLES: **NIGHT'S FALL**

The community-backed, acclaimed cooperative campaign game.



Kevin Wilson, Game Design Director (Descent, Arkham Horror, Android) Katarzyna Redesiuk, Art Director (Cyberpunk 2077, The Witcher 3, Thronebreaker, Gwent) Jane Chung Hoffacker, CEO (Arcane: League of Legends, Guitar Hero)



KinfireChronicles.com



FALLOUT: FACTIONS NUKA-WORLD

MUH 107001 PI

Available Q2 2024!

I made a huge mistake... I dashed three of my raider crew — Lucky Joe, Slick Rick, and Jenny Juke - across the battlefield as one tight unit. They took cover inside a rusting bus, the centerpiece of the 24" x 36" arena map, to get an angle on Husker, my opponent's boss character, and to cover one of the objectives. Lovely stuff.



Unfortunately, in my eagerness to introduce Husker to a hot swarm of deadly lead, I missed the scavver with the nasty-looking handmade rifle hiding behind the vending machine on our right flank. I also didn't take into account that buses have windows or, as I now refer to them, murder-death-holes. A merciless handful of ten-sided dice later and the only thing slick about Rick is the bloody mess he left behind. Time for Jenny and Joe to get revenge...

That's Fallout: Factions. This brand new, fast-paced, PvP skirmish game from Modiphius Entertainment lets you build small,

rag-tag teams of miscreants from scratch - both figuratively and literally - making every victory sweeter; more personal. On the flip side, every loss is that much more devastating.

The question we get asked most about Factions is how it's different from our other miniatures game Fallout: Wasteland Warfare—it's a fair question too.

Where Wasteland Warfare goes deep on detail, simulating the nuances of the videogame on the tabletop, Factions is an altogether different beast: a quick and dirty PvP romp with a lower barrier for entry and a high skill ceiling. We'll be supporting both equally for

years to come but they are designed from scratch for very different itches.



For a start, Factions' set-up is simplified, with cards and tokens kept to a minimum to reduce component bloat and help you get into the game quicker. A typical match can clock in at around 45 minutes with the streamlined rules, so it's as fast-paced as you'd expect an

actual skirmish to be. In practical terms, you can fit more games in perday, whi ch is always a good thing.

James Hewitt, our lead designer, has brought all the lessons from working on Games Workshop's Necromunda to the table. Deep

consideration has gone into making the game as frictionless and easy to grasp as possible, without sacrificing the gritty thrill and tactical nuance players expect. It's not just about adding things because they seem 'cool'; every mechanic has been carefully crafted based on how it impacts gameplay and player experience.

Valea-World

Take the choice of using a 24" x 36" map. On the face of it, that seems like a pretty small size for a game, and yet the smaller size means your characters get into combat much more quickly, and each move you make becomes the difference between victory and defeat. The majority of weapons can comfortably hit anywhere on the board (besides pistols, grenades, flamers, and a few other things), cutting down on extraneous measuring. Ultimately, you can play more games in the same physical space.

Even the models have been designed with ease of use in mind. They're still highly detailed and look damn pretty in that uniquely Fallout way, but the choice of multi-part plastic sprues over single-pose resin figures means they're more customizable than ever. Conversions and kitbashes are easier, while swappable loadouts give players much more control over what they want their crews to look like. Each box of miniatures will come with loads of extra weapons, pouches, and base details that can easily be added to any of your 32mm scale Fallout models, Wasteland Warfare and Factions alike.



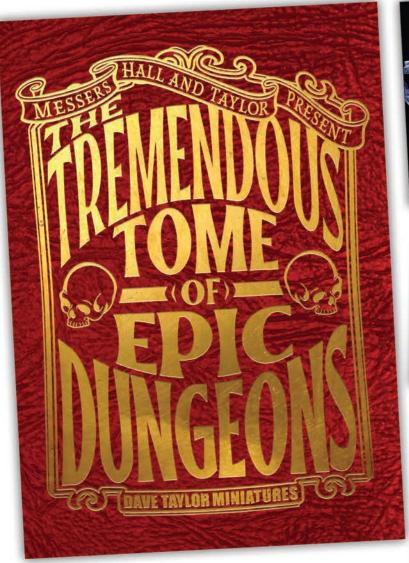
Similar to other skirmish games, Fallout: Factions has a strong narrative focus. Your crew is one of many gangs battling it out in the ruins of the Nuka-World theme park, America's favorite vacation destination turned irradiated warzone. Although you're vying for control over different zones of the iconic park, there's no centralized map to consider; all that matters is whether you have more control over a location than your opponent. You don't need campaign coordinators, you don't need group emails, you track your progress, and play your games at your pace.

I could bang on about what makes Fallout: Factions so special and why we're so proud of it, but I have to go and pay my respects to Slick Rick. You can check out the game for yourself right now. We have free quick-start rules available for download at www.falloutfactions.com, so check it out and let us know what you think!



Shareef Dahroug is the Marketing Manager for Modiphius Entertainment and he still can't believe his luck!

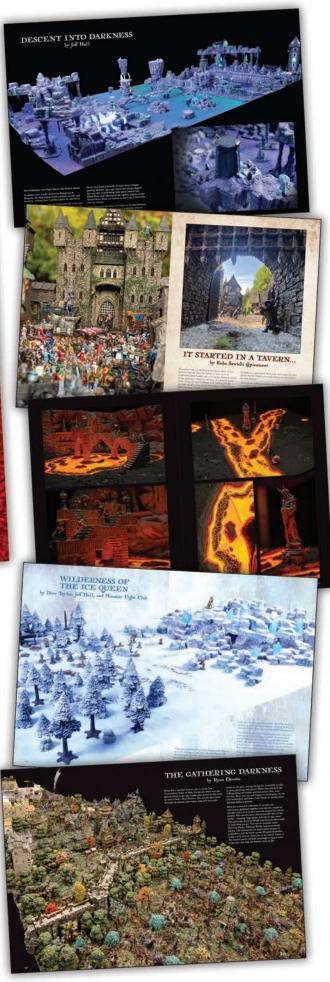




Jeff Hall and Dave Taylor absolutely LOVE miniatures and scenery and combining them with roleplaying games. Over the last few years they've been stalking some of the best RPG table builders online, and in this Tremendous Tome they've brought together more than 20 builds from around the globe.

From the teams at Dwarven Forge, Printable Scenery, Steve Jackson Games, Monster Fight Club, WizKids, and more than a dozen incredible individual builders, you will be excited and inspired by the amazing builds that cover many wonderful fantasy environments. As you enjoy this lavish book that highlights the incredible imaginations and crafting skills of the builders, you'll be inspired to start on your own amazing creations!

THE TREMENDOUS TOME OF EPIC DUNGEONS (160p) - \$55 MSRP





Welcome to the latest "episode" of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave provides us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintiples to the next level.

You can also see Dave talking about miniatures, painting, and gaming on his new YouTube channel – *Build Paint Play* – Tuesday evenings at 7pm EST. Dave is joined by veteran hobbyist (and gaming store owner) Jake Krajeski, and occasionally by other painters who each bring great advice and their own style to the conversation.

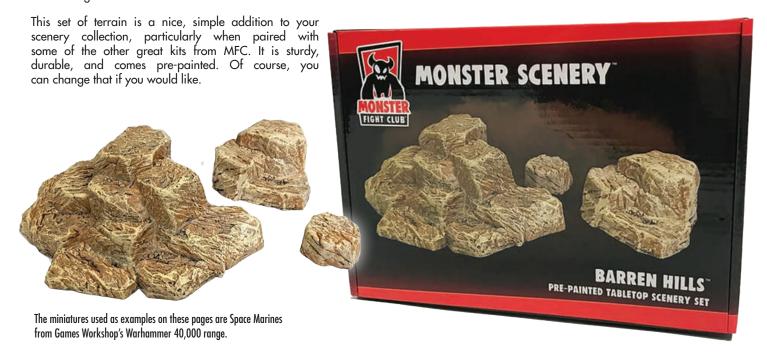
DRYBRUSHING FOR THE WIN!

Following on from my use of The Army Painter's new Warpaints Fanatic range last month, I thought this time around I would see how it held up to drybrushing at a larger scale.

I am currently working on a Space Marine chapter of my own devising – the Fjallnar Stornur, or Falling Stars. Given the size and variety of my collection, I also want to create a set of terrain that they can fight over when I host games at my house. Enter the Barren Hills set from Monster Fight Club.

I've painted this humble set of rocky outcrops several times in a few different schemes, most notably a large number of snow covered hills for winter gaming. This time, however, I wanted the hills to look like they were in an alien volcanic setting. Something with the look of obsidian that has been pushed forcefully through the planet's surface, perhaps millenia ago.

I grabbed The Army Painter's Mighty Drybrush, a can of Matt Black primer spray, a few Warpaints, and a handful of tufts and was good to go.



52 GTM MARCH 2024



I started with a coat of The Army Painter Matt Black spray primer.



I then drybrushed the rock with a 2:1 mix of The Army Painter Pharaoh Guard and The Army Painter Matt Black.



I drybrushed the rock with a 4:1 mix of The Army Painter Pharaoh Guard and The Army Painter Matt Black.



I then drybrushed the rock with The Army Painter Pharaoh Guard.



I finally drybrushed the rock lightly with The Army Painter Aqua Alchemy.



I then picked out some of the small gravel on the rock with The Army Painter Pharaoh Guard and glued on a mix of grass tufts.

EASY BASING MATERIALS

Over the past ten years or so, we've seen an incredible amount of new hobby products hit the shelves, as well as many products that previously were only seen in the model railroading space being conveniently repackaged for use by miniature painters. Chief among these have been the now ubiquitous "tufts". Instead of having to awkwardly glue strands of loose flocking material, these tufts are not only easy to apply with white glue or super glue, but they come in a wide variety of colors and sizes. The Army Painter has twelve different colors in their range.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and



genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life

GTM MARCH 2024 **53**





NEW FRONTIERS: STARRY RIFT EXPANSION (RGG 657)

From Rio Grande Games, reviewed by Eric Steiger



This review presupposes that you are like me in one important respect: Rio Grande Games's 2018 New Frontiers: The Race for the Galaxy Board Game is one of your favorite games of all time. Or at least, that you already like it and don't need to be sold on it. If you're not already familiar with it, New Frontiers is a role-selection game based on the Race for the Galaxy card game. I like it over the card game for having a bit more planning opportunity, being a little less random, and overall being a slightly meatier game experience. But after five years of regular play, I'll admit that it's gotten a bit familiar, just in time for the first expansion to come along.

The Starry Rift has a lot to add to your game. What's in it? Six new small development types, four new large ones, 13 new planets, a solo variant with campaign modes, a new mechanic, eight new goal tiles, and (in my opinion, the real prize) eight player mats with 16 new starting planets to choose from. In New Frontiers, your starting planet does a lot to shape your strategy, so having a plethora of new ones to choose from and explore options with is particularly exciting to me.

Most of the remainder of the additional content is based around the new mechanic, "xenos." Xenos represent a hostile alien race that must be conquered with military might, and threatens your empire if you let them sit. Mechanically, xeno planets are military, and can be colonized just like other military settlements. However, they can *only* be colonized with military; you can't use any powers that allow you to pay to settle a military planet to settle a xeno world. Moreover, if you add a xeno world to your empire (which is purely voluntary; unlike other worlds you explore, you don't have to take a xeno world, but if you do, you're committed to it and can't discard or return it later) and *don't* settle it before the end of the game, you suffer a VP penalty. As such, taking a xeno planet is a bet that you will settle it before game end.



Several of the new small developments offer specialized military bonuses specifically against xenos, and it's unsurprising that a few of the large ones offer your VP based on the number of xeno planets in your empire. Equally unsurprisingly, most of the new planets included



are xeno ones. They tend to be a little bit better than comparable military-settled planets, but this evens out with the penalty for failing to settle before game end.

Additionally, because of the extra helping of worlds in the bag, the explore role now draws you eight planets from the bag instead of seven, with the explorer getting the usual benefit of keeping one of the remainders as a bonus after everybody has had the chance to select. Furthermore, the expansion takes the opportunity to correct a misprinted planet from the first printing, which I appreciated. The game also has additional goals, to provide some more variety to those players who use that optional rule. In the interest of full disclosure...I never have, and never felt the need.

Finally, the expansion comes with what looks to be an engaging solo mode. Each of the six different campaigns requires you to play four games against two dummy players (with scripted actions), each with a different victory condition that you have to achieve within a certain number of rounds. If you're looking to practice and hone your New Frontiers skill, this seems like a fun way to do it.

There's no way around it: while *The Starry Rift* doesn't fundamentally change the way *New Frontiers* works, and \$40 might be a lot to pay for a big box of cardboard, it does add a *lot* of new strategies and exciting options to a game that I've been playing for over half a decade and that is very refreshing. It's going to take quite a while for me to go through 16 new starting worlds, to adapt to xenos, and to try the new endgame strategies that four new large developments represent. I may even start using goals, although I still love the game without them.

Eric is your friend, and friends wouldn't let you play bad games.

54 GTM MARCH 2024



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THE RICH AND THE GOOD (AGS AREU005)

From Ares Games, reviewed by John and Dell Kaufeld

ch and the Good

13 & Up 2 - 5 Players

45 - 60 Minutes \$39.90

In The Rich and the Good from Ares Games, you're a commodities trader in the midst of the Second Industrial Revolution. There's growth and opportunity everywhere, but simply making stacks of money isn't enough.

You want to earn the respect of your society peers, and that means demonstrating your altruistic nature by generously donating to the less fortunate. Well, perhaps not *generously*, but at least more than the next fellow.

There's money to be made, so let's get on the trading floor and learn the top five things you need to know to ensure your rise to high society in *The Rich and the Good*.

THREE WORDS TO KNOW

Understanding how this game works depends on carefully using three specific terms: rounds, turns, and phases. It might sound a little silly, but if you start mixing up these terms, the game gets confusing in no time at all.

The Rich and the Good is played in only two rounds, regardless of the number of players. Each round contains four turns, which is where the game's action lives. Inside each turn, you have two phases, the stock phase and the market manipulation phase. Here, you'll buy or sell shares, donate to charity, and fiddle with the share prices.

EXPLORING THE STOCK PHASE

The first round begins with all commodities at the same price. Don't worry, those prices will change soon enough. (More about that in a moment.)

During a stock phase, you can either buy or sell share cards in the game's six commodities: coal, wheat, coffee, rubber, tea, and salt. You can only do this with one, two, or three share cards, so choose wisely. And you can't buy and sell in the same turn; it's an either-or choice.

Next, you can choose to donate a single share to charity. To do this, you take the share from your hand and put it face down into one of the four donation spots on your charity board. It stays there until the end of the round. Other players only see that you donated a share, not which share you donated.

MANIPULATING THE MARKET

Unlike many stock games, players in *The Rich and the Good* can choose how they influence market changes. They do this by playing two market cards during each market manipulation phase.

The market cards show a commodity and a number ranging from +4 to -4 (but not zero). This tells you which commodity you're changing, and how far and in which direction you adjust the price.

Each player shares a set of market cards with the players to their left and right. During this phase, you pick one card to play from your left and one from your right. In a delicious strategic twist, you must play one card at face value and the other at half value. As you play them, you adjust the matching price markers on the game board.

After everyone plays two market cards, the first player marker moves clockwise to the next person, and the next stock phase begins.

ENDING A ROUND

After four stock and market manipulation phases, the round ends and everyone cashes out their first charity donations. To do this, you publicly reveal the shares on your donation board, look up the share price, and sell the shares to the bank. Money from the sale

goes into the top section of each player's charity board to keep it separate from their personal funds.

Here's where the game's biggest tension hits. To win the game, you need to earn the most money from your investments. However, you automatically lose if you donated the smallest amount of money to charity. There's no benefit to donating the most money; you just don't want to give the least.

FINISHING THE GAME

To start the second round, you shuffle all of the market cards (both the ones you used last round and the leftovers) and deal eight cards to each pair of players. Stock values stay where they were at the end of round one.

Play goes through another four turns before

everyone cashes out their second group of charity donations and all of their personal investments. Whoever donated the least amount to charity is eliminated, regardless of how much they made. With that player out, the remaining players compare the amount of cash they earned. The one with the most cash on hand wins.

VERDICT

We enjoy stock market games in general, but they can be frustrating, too, because most rely on some kind of random generator to change stock prices. Players have no influence over the market, so the games become more luck-driven than anything else.

Luckily, The Rich and the Good isn't one of those games.

Because the game includes more market cards than get used each round, there's no guarantee about how the price of any given commodity will move. One round might see a lot of positive cards come up, while the next round brings mostly negatives.

The random element doesn't automatically rule the market in this game since players choose their market cards and also decide which one is played at full value versus half value. See a negative card for something you invested heavily in (or a positive card that supports an opponent)? Play it at half value to dull the impact.

The way the game uses shared market information creates one of its most fascinating tensions. You and each of your neighbors see the same group of eight cards at the start of a round, so you all have a sense of what will happen to the market, but only from your own perspective.

If you enjoy finance games and want something that's competitive without being cutthroat, *The Rich and the Good* definitely satisfies. Highly recommended.

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Dell at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?



56 GTM MARCH 2024







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MATCH OF THE CENTURY (CSG MOTC-01)

From Capstone Games, reviewed by Brian Herman

**	10 & Up	#	2 Players
Ø	30 - 45 Minutes	8	\$34.95

I'm not sure there's a purer two player game than chess. Both sides are evenly matched in a precise game of maneuvering and tactical coordination, with only one winner emerging. The margins for error are slim; with a single mistake or misplay often creating the avenue for victory. In 1972, possibly the most famous series of chess occurred in the middle of the cold war to determine the greatest chess player of all time. From the USSR, the grandmaster Boris Spassky and then reigning world championship faced off against USA child prodigy Robert Fischer, the youngest player to ever enter this level of competition. What ensued over a series of matches was reported on by media on both sides while the world watched with bated breath. It's this historical event that Capstone Games has recreated with Match of the Century, where two players take on the roles of Fischer and Spassky to emulate those games that kept the world tense back in 1972.

To setup, the gameboard that loosely resembles a chessboard with room for 4 "exchanges" of cards on either player's side is setup, with one player receiving a deck of "Spassky" cards and the other player getting a deck of "Fischer" cards. A counter for each player's "King" lines one side of the board to track individual matches and another counter is set on the other side of the board in the middle to track momentum in each match. Each player also has a track on their side of the board to show their "mental endurance," which affects a player's hand size and available pawns for each match, a supply of which is created in each player color. A white "Queen" piece is given to the Spassky player (as the reigning champion), and each player draws cards up to their hand limit.



The cards in *Match of the Century* have two ends to them; when rotated one way they have "white" chess pieces with a value of 1-5 and when rotated the other have "black" ones with a different value. Some cards also have an effect printed on them which will instruct a player to perform some sort of action when they lose an exchange. To play, the player with the "white" first player token will play a card rotated to their color side in one of the four exchanges on their side of the board and commit 0-2 of their pawns to that exchange as well. Then the other player answers with the same and then the exchange is scored. Each exchange can provide a player with 1-4 points of momentum for a match with the 4 point momentum exchange also giving the winner -1 mental endurance for such a critical match.



When a player wins an exchange, they can lead the next one. If a tie for an exchange occurs, the initiative shifts to the player that didn't have it in the previous one.

Once a match has reached its logical conclusion the winning player moves their king up once on the sidetrack. If the match is a draw, both players move their king piece up once. If a player's king piece is in the middle location, they have won the game. If not, the white "queen" marker is passed to the other player and players set up for the next match. Players can choose to discard any number of their cards and redraw to their hand limit, with one catch. If a player's deck runs out and they must reshuffle, they lose 1 mental endurance.

Match of the Century is perfectly balanced with a lovely asymmetrical twist, allowing players to re-enact perhaps the most famous series of chess matches in history. Every round is a guessing game. Do you lead with your most powerful cards and pawns to establish an early lead, or do you try to pace yourself and play the long game? Juggling your cards and mental endurance is the key to claiming victory for either player. Sometimes you will see your opponent overcommitted and will purposefully play a low card to trigger the "losing" game effect to gain more pawns, more cards, or more mental endurance. Sometimes you will take the mental endurance hit from the high-profile exchange to end a match halfway through. No matter what you choose to do, you will have to balance your cards in hand and deck with your supply of pawns, always able to peek at what next round will bring, your unplayed cards making up your hand for when the first player token shifts. If you're a fan of chess or balanced two player games, I highly recommend this one.

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's Smash-Up, WizKid's HeroClix line, as well as classics like Settlers of Catan and Munchkin.



58 GTM MARCH 2024

BAITHEILE CH. CLASHING ARMIES



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DECRYPTO (HBG DECO1EN)

From Scorpion Masque, reviewed by Whitney Grace

TIT	3 - 8 Players	#	12 & Up
Ø	30+ Minutes	8	\$24.99

All kids go through a phase where they want to be a secret agent. They might receive a toy kit about detective or spy investigation with coded messages. These kits include instructions about how to write secret messages with lemon juice, how Morse code works, and fun facts about real spies. *Decrypto* from Scorpion Masque is like those kits, except it's meant to be played with an infinite number of times.

Decrypto's premise is simple: teams want to send secret information to their teammates without the opposition understanding. Players are free to imagine their own detective or spy backstory as they concentrate on obscuring information as much as communicating it.

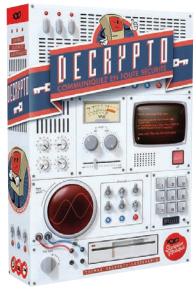
Decrypto channels mid-late twentieth century technology aesthetics when computers had analog components and required floppy discs to store information. The game includes a rulebook, one sand timer, two decoder screens, 50 note sheets, eight tokens, 48 code cards, and 110 keyword cards. The decoder screens graphics are inspired by computers when they occupied entire rooms, while the keyword cards resemble data punch cards, and the code cards are tiny floppy discs. The decoder screens use a typical yet fun coded message novelty trick to keep information secret: anaglyphs (a.k.a. the same effect as 3-D glasses).



Because *Decrypto* is designed for ages twelve and up, the best way to understand setup and the rules is through gameplay. The manual even states that the game is "... clever, yet simple. The best way to learn the rules is to play!" Of course, this means there might be a learning curve whenever those instructions are in bold print on the first page but that shouldn't turn you away from *Decrypto*, because once you do learn the rules, they're as deceptively simple and make you feel as smart as someone who can solve a Rubik's Cube.

If four people are playing, split them into teams of two. To start the game, place the white and black decoder screens back-to-back in the center of the play area. Each team selects one of the decoders, draws four keyword cards, and places one card in each of the decoder screens' slots. Remember to keep your keywords hidden from the opposing team. Split the floppy disc code cards into their respectful colors, shuffle each pile, then place them in a pile. Each team also takes a note sheet. Place the timer, interception tokens, and the miscommunication tokens in the play area too. The goal is to successfully communicate your message to your teammates.

Over a maximum of eight rounds, players attempt to decode the message or intercept it. Each team selects an encryptor at the start of each round who draws one code card. Each code card has a series of three numbers on it. These correspond to the order of the keyword cards in the decoder screen. The encryptor uses clues to communicate the order of the numbers.



The encryptors can't use the keywords in the decoder, instead they must use other words as clues to hint at the number code. The encryptors write the words on the note sheet. When one encryptor is finished with their clues, they flip the timer over and the opposing team only has until the sand runs out to finish.

The first encryptor then reads their clues aloud while their teammates guess which keyword it matches, and they write the number down on the sheet. After guessing, the encryptor reveals the correct code. The opposing team records the clues on their note sheet and also tries to discover the code. If the opposing team correctly guesses the number code, they get an intercept code. If they guess falsely, then they get a miscommunication token. Remember to flip your note sheet to the matching color to record the clues. The teams then switch roles, then the round ends.

The teams repeat these actions over the next rounds. A team loses when they acquire two miscommunication tokens, and they win when they earn two intercept tokens. If a team makes it to the end of eight

rounds, then each team counts their tokens. An intercept token is worth one point and each miscommunication token subtracts a point. Whoever has the most points wins. If there's a tie, teams can guess what the keywords are to determine the winner.

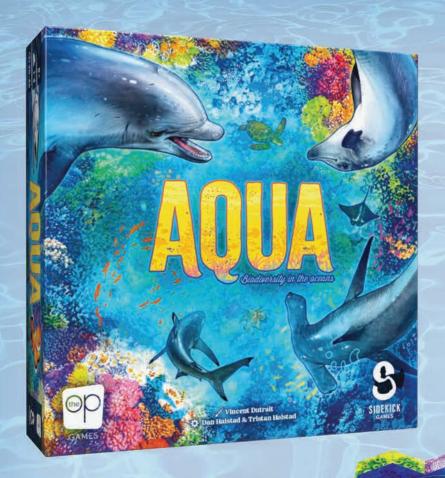
Decrypto's rules are clever but are simple once you crack them. The game moves fast after you've played your first game. It's an awesome way to flex your language skills and feel incredibly smart. Parents will want to use this to build their kids' critical thinking abilities while adults will love it to exercise their grey matter. It might make you confident enough to conquer the Rubik's Cube, although that puzzle still

eludes me. *Decrypto* is brilliant for players of all ages and highly recommended; I loved this game and could play it for hours.

Whitney Grace is a professional writer, pop culture historian, podcaster, and game creator. She was kicked out of her first D&D group because she didn't take the game seriously. Her roommate is an oversized, loud-mouthed kiwi bird.



60 GTM MARCH 2024



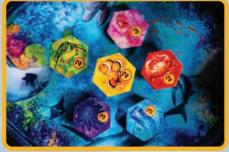


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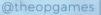




















BESTIARY OF SIGILLUM: COLLECTOR'S EDITION (CGA 11001)

From CrowD Games, reviewed by Thomas Riccardi

**	14 & Up	#	1 - 4 Players
Ø	40 - 60 Minutes	8	\$60.00

The world of Sigillum has been thrust into a new age of darkness with the death of the old king Equilibrius. A war has broken out in the kingdom of the Two Castles as people are driven by an unquenchable thirst for power along with greed. The war has continued for ages without a single victor however, you have come across the last page of a book that was lost for ages. Will you be able to take control of the power of this book and claim the lands as your own or will you fall to others who hunger for this power? This is the setting of the latest release from CrowD Games welcome to the *Bestiary of Sigillum*.

Opening the box, you will find all the components needed to battle in the land of Two Castles. There is a two-sided map that has a kingdom of Two Castles field which is suitable for two players and the opposite side has a four-way crossing field suitable for four players. 27 character sheets and corresponding tokens make up the complete pages of the Bestiary of Sigillum which show their abilities, vitality, etc. There is also a Sigil of Time board which tracks how time flows within this world.

The rest of the components are tokens and markers that will track effects, abilities, and damage to your castle. The object of this game is to destroy your opponent's castle, and you can accomplish this via one of two ways: the first is to gain control of catapults that are on the field, which at the end of every turn each of these deals one damage to your opponent's castle. The other option is to exile the characters your opponent controls as they cannot be killed but will return to the castle which suffers one damage.



Each character breaks down into three classes: Strength (front line attackers who possess great vitality), Agility (ones who can inflict massive injuries), and Intelligence (support who can weaken opponents and aid your own characters). Setup consists of placing the Kingdom of Two Castles field in the middle of the table and the Sigil of Time right next to it. Next is placing all effect markers alongside the board and determining who will go first. The first player will take three character bases and a castle marker and determine which one they want to control - North or South. The second player puts a castle marker on the first space of the castle track while the first player does the same but advances it two spaces. After selecting the three characters you wish to summon and drawing their corresponding character sheet and token you are ready to play.

Once everything is set up the first player will take all of his actions and then the second player will do the same. Play is organized into three phases:



Time Phase: The first player rotates the time dial on the Sigil of Time and becomes the Timekeeper. Once per round rotate the time dial one space clockwise and abilities will be charged when it lands on that space.

Ability Phase: Any character who is not stunned can perform an action and you can use a core ability which is located on your character sheets, move to an unoccupied hex, or attack an opponent. Attacking has to be declared as you have to be inside the attack range, and you would consult all this information on your character's sheet. You then add up your characters attack points which can change with attack increase or decrease effects. The opposing character starts out with 0 defense points but can gain a point through defense increase or lose a point through defense decrease and with both instances they never exceed 0. Once you calculate all this you inflict that amount of vitality on this character and once that reaches zero that character becomes exiled. There are also support abilities that each character has that can turn the tide of battle within an instant.

Control Phase: When all of your characters have used all of their abilities this starts the control phase. This means if you control one or both of the catapults on the field you deal an additional two points of damage to your opponent's castle. If at any time you or your opponent reaches the last space on the castle track that means it is destroyed and you are the victor!

Bestiary of Sigillum is not your typical board game as there are no random elements within it as you will need to plan your attacks, defenses and capture areas to win the game. And the best part is it can be played with four players in teams of two or even solo! For more information on this and other great games head over to https://crowdgames.us/ and get ready to wield the power of Sigillum.

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.



62



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For our March issue, Game Trade Magazine is teaming up with Smirk & Dagger for a futuristic giveaway!

One lucky winner will win a copy of Tesseract, courtesy of our friends at Smirk & Dagger! To enter this giveaway contest, simply go to the URL below: you can like us on social media, check out our vast archive of videos, and more for entries! This contest opens on February 20th and will close on March 24th, so don't delay!

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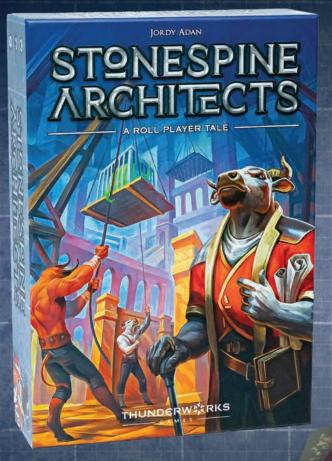


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64 GTM MARCH 2024

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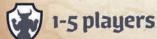




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Risky to sacrifice points for magic Stones, but the Basilisk could help you make a big play!

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Hunt and tame a variety of creatures, with the ultimated Discover 70 creatures from global my



te goal of capturing the powerful and noble dragons. the and become the next great tamer!

The Hae-tae from Korean folklore is able to tell right from wrong. It helps to pass judgement on the guilty and innocent.

Its quite useful to change the value of your Magic Stones to summon creatures from your hand!



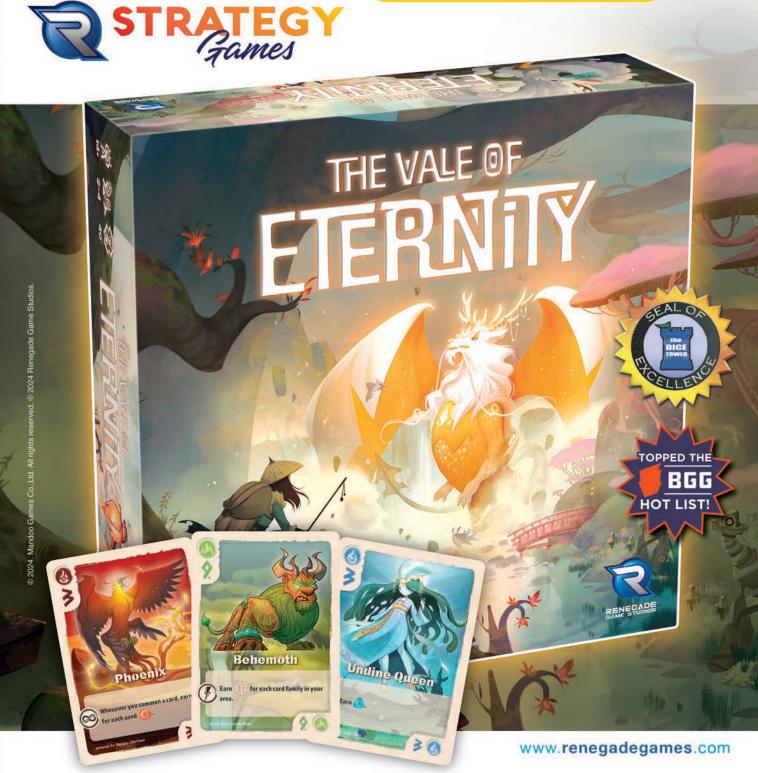


From Norse mythology, Surtr is a fire giant who rules Muspelheim. He was destined to lead the fire giants into battle against the gods.

Surtr will provide a great reward for having multiple families in your tableau!







- Huge replayability: 70 creatures with unique abilities!
- Unique resource management system that makes every turn compelling!
 - TCG Adjacent game with perfect "combo-licious" game play.

Enter a fantastical world of monsters, spirits, and gods

Releasing March, 2024



